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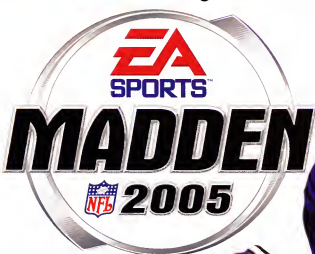
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(323) 851-7805 FAX: (323) 651-0661
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F-ZERO GP LEGEND

GAME BOY ADVANCE SP





by
**Anatole
Brown**

In his NFL Hall of Fame speech, Raider legend Howie Long said, "Baseball is America's pastime, but football is truly America's passion." Never has a video game captured the raging passion of an American sport quite like the Madden series from EA Sports. It's hard to believe that it's been 15 years since EA gave birth to the Madden series, but its commitment is still the same: to bring the most realistic football experience possible. Madden NFL 2005 is the culmination of 15 years of sports video-game excellence and we're here to break it down! Some of the stuff mentioned here may be old information to some of you, but even veteran Madden players need a refresher course once in a while. Make sure you check out Madden 101 with Tony Ivinis; it has a great tutorial about pre-snap options at the line, including the newly revamped options for defense. It's simply indispensable and will improve your game almost instantly. There's no right or wrong way to play Madden, but our tips will give you an edge over your opponents. So put your pads on and let's hit the field!



OFFENSE

You know the drill: It's about getting that first down and more! Although the defense has been beefed up in Madden NFL 2005, the offense is still where you demoralize your opponent. Timing, accuracy, execution and speed are the cornerstones of the Madden offense, whether you're running or passing. Of course, with 11 players on the field, errors will occur, but trusting the other players on your team is critical for proper play execution.

The Run

Establishing the run is usually the first order of business in a football game. Without a good running game, your offense will be limited to throwing the ball and thus will become predictable. That's why announcers always talk about how the running game "opens up the offense," allowing the team to mix up its running and passing game to keep the defense guessing. Unless you want to surprise the defense by throwing a pass, running the ball on first down is the best way to "test" the defense on early drives. Running the ball also wears out the defense faster than passing plays, especially if you keep pounding the ball into the line. It goes without saying that following your blockers is the key to a successful running game, so always keep an eye out for guys like your fullback who will open holes for you as you cross the scrimmage line. The ideal formation for running plays is the I-Form since the halfback lines up behind the fullback to get some extra blocking. The Strong I is also a good option, with the fullback lining up on the strong side (the side with the most players) for early blocking. Although the Singleback formation doesn't have a fullback for blocking, it's effective with a versatile running back when you're trying to sell a pass. Out of all the positions in Madden, controlling the running back requires the most gameplay skills because of all the special moves required to get up the field.

• Speed Burst—The most abused button in Madden is the Speed Burst button. Many players tend to press it as soon as the ball is handed off. But the best running backs in the NFL are patient; they wait until a hole opens up before hitting the jets. By the same token, you have a better chance of breaking through the line if you wait to press Speed Burst until you see a seam develop. Changing speed is a great way to keep the defenders off-balance.

• Juking—Juking is the quickest way to shift to the side when a defender is coming head-on. Remember, the Juke button is pressure sensitive, so you can do a hard juke or a slight shift. The problem with juking is that it slows you down a bit. It's also not recommended if you're moving sideways across the line, because you may end up stepping backwards. A double juke—going one way and then quickly the other way—is pretty effective in faking out a defender.



• Stiff Arm—The stiff arm move can be a little tricky to pull off, but it can mean the difference between a short gain and a waltz



into the end zone. The most important thing to pay attention to when pushing the Stiff Arm button is to see which hand the running back is cradling the ball with, since you need a free hand to perform a stiff arm. You can switch the ball to the other

hand by pressing the Stiff Arm button once, but make sure you do it before making any contact with the defender or it could result in an easy strip and fumble.

• Spin Move—The Spin move should be used early if you're going to use it at all. It's a good move to use when you are behind a blocker, almost as if you are "bouncing" off the offensive line. In the open field, the Spin move can actually set you back since it takes time to execute; you may be tackled in mid-spin and end up facing the other way.



want to be certain that you don't fumble the ball.

• Dive—The Dive maneuver is best when you're heading into the end zone or you need a few more inches to get a first down. Diving can make your player fumble if he gets hit while lunging forward, so be very careful.



• Protect Ball—What was formerly the Jump/Hurdle button in past Madden games is now the Protect Ball button. Hurdling is now automatic if you need to step over a toppled defender. The Protect Ball move is not essential, but may help in a goal line situation where you



The Pass

With this year's focus on tighter defenses, you really need to know what you're doing when passing the ball or it could lead to disaster. It is essential that you remember all the receiver routes once you pick the play, especially since you will most likely change the routes before the snap with audibles and hot routes when you adjust to the defense. Also, knowing your quarterback's strengths and weaknesses is the best way to get the most out of your on-field general. For example, Atlanta's Michael Vick can take off and run on a busted play, but you wouldn't even think about doing that with a pocket passer like Buffalo's Drew Bledsoe. Some quarterbacks just don't have the arm strength for a long bomb, while others are prone to fumbling when sacked. The I Form is the most versatile formation; it allows you to mix up the running game with the passing game. The Shotgun is primarily a passing formation since it gives ample room and time for your QB to operate in, although there is a sense that the offense is desperate when in Shotgun formation. Also try out the Weak I and Pro Form for multiple receiver options that include your running backs. The Singleback formation is also good for passing plays, but without the fullback blocking you may get sacked a few times if you have a weak back. Again, mix up the running and passing plays so your quarterback can have some room to breathe. Keep the defense honest!

• **Lob vs. Bullet Pass**—A light tap of the Pass button will have your quarterback throw a lob pass, whereas a hard press will throw a bullet. Your throwing touch will affect the accuracy of the throw as well as the speed with which it's delivered. Determining whether to throw a lob or drill it mostly depends on the type of route that the receiver is running, but there are many times when it boils down to a last-second decision. Lob passes are obviously ideal for the long bomb, especially for receivers with a knack for snatching the ball out of the air like Minnesota's Randy Moss or Philadelphia's Terrell Owens. A lob is also good for corner slant routes so the receiver can catch the ball over his shoulder and away from the defender. Be careful with the lob pass though; don't hang it out there too long or a good defender will pick it off. The key is to throw a lob pass ahead of any defender and sprint your receiver over to the highlighted area on the field. A bullet pass is a very confident pass, since you're basically jamming it in a tight spot for the receiver to grab. However, the bullet pass is also thrown at eye level, so if a safety comes out from the side, he has a good chance to pick it off. Of course, there are degrees of passing in between lobbing and bullet passing depending on how hard you press the button. Learn to develop a throwing "touch."



• **Catching**—Once you throw the ball, you have the option of controlling your receiver. Quickly switch to the closest receiver by pushing the Switch Player button and sprint to the highlighted area of the field. Press the Catch button to grab the ball. Of course, in zip pass

situations you will have very little time to switch to your receiver, so you'll have to trust the route pattern. Remember, the Sprint button when chasing a ball is different from the Sprint button once you have possession of the ball.

• **Throw Ball Away**—The old adage in football is that if you can't find anybody open, then it's best to throw the ball away and not risk an interception or a sack. Doing so is a wise decision that is rarely practiced by Madden players. The Throw Away button is especially useful in a red zone situation if all your receivers are covered; it's best to lose a down and kick the field goal instead of risking a momentum-changing interception.



• **Pump Fake**—Pump faking is risky since you need plenty of time in the pocket and there is a high risk of being sacked. The defense will actually jump when you pump fake, thus giving you extra time to make the throw. It's a great move before throwing the long bomb, since

it gives your receiver extra time to run downfield. You can even fake out the defense twice by doing a pump fake just after a fake hand-off in a Play Action situation. Avoid pump faking if you see any defenders in your periphery.

• **Icons On/Off**—Basically, the Turn Passing Icons On/Off button toggles between passing mode and running mode for the QB. Always look out for this option, especially if you're controlling players like Michael Vick or the Falcons (or any other QB with a high Agility rating) so you can take off and run on a busted play.



• **Play Action and Draw Plays**—A Play Action play is when you fake the hand-off to the running back and instead throw a quick pass. A Draw play makes the defense think that you are going for the pass but instead you run the ball. Since last year, Madden will actually show the hand-off animation and then show the pass icons in a Play Action situation. Conversely, a Draw play will put up the pass icons to fool the defense. Don't abuse these trick plays—they're meant to surprise the defense. The Play Action is especially prone to a QB sack if the defense is not fooled by it.



DEFENSE

You've heard it numerous times: "Defense wins championships." But playing defense in Madden hasn't been a whole lot of fun—until now. With Madden NFL 2005, there's a lot more to the defense than just picking a play and sticking to it. Gone are the days of pass-happy offenses forcing completions into double- and even triple-coverages. The defense reacts much better than ever before and the rate of interception possibilities has increased significantly this year. You will also notice that defenders are jumping up and swatting lame-duck passes like never before. Basically, this year's game is much better at rewarding the defense for calling the proper coverage in the right situation. Since you have the option of controlling any defender on the field, your best bet is to stick with your favorite defender before the snap. Picking different players at every down may clue your opponent in as to where you think the play will

occur. The most important facet of defense is to trust the players you're not controlling so you can concentrate on fulfilling your role on the field.

First, make sure you know what kind of defense you have. When you start a game, check out the team's favorite defensive formation at the Select Sides screen. The type of defense the team likes to run is usually determined by the strengths of their top position players. For example, teams with talented line backers or safeties usually run a Cover 2 because they can help out their cornerbacks while covering their own area. The teams that run a 4-3 defense like to bring a lot up front to stuff the run and disrupt the pass. Pick the plays that best utilize your talented players, since some packages may even bench your top defensive stalwarts. Make use of plays like QB Spy in mid-yardage situations; it's the ideal call for a potential interception.

CONTINUED

DEFENSE



• **Hit Stick**—The new analog Hit Stick will surely be the most abused privilege in this year's defense. As opposed to the Dive button, the Hit Stick throws all your player's momentum at the ball carrier. If timed correctly, you can cause a fumble. It's also a risky maneuver to go for a big hit since if you miss the ball carrier, you'll hit the ground and most likely be out for the rest of the play (you'll also get a lashing from Madden in the announcer booth!). Using the Hit Stick can also potentially cause an injury to the player you're tackling. It's not foolproof, though; a ball carrier can still stiff-arm you to the ground if he times it right.

• **Defensive Line Moves**—Although all the defenders have the same controls, the way in which you play each particular position differs. Defensive linemen mostly take care of harassing the QB and stuffing the run. As soon as the ball is snapped, press the Shove Blocker button and mash on the Swim Move and Spin buttons to break free from the blocker. The Dive button is the best way to take down an opponent without the risk of overshooting with the Hit Stick.



• **Strip Ball**—Stripping the ball is a risky, but the rewards can be great. The problem with going for the strip is that your player is not working to take the ball carrier down. You always hear about defenders messing up by going for the ball rather than making the tackle. Tackling a player is always the smart way to play; go for the strip only if you're desperate.

• **Catch vs. Swat**—Defensive backs are usually the ones to get their hands on the ball. With the new Strafing move, you can face the QB while moving laterally so you're always in position for an interception. Use the Catch button when you're close to the ball; the Swat button is effective, but the Catch button essentially does the same thing if you fail to grab the interception. You may be risking proper coverage by going for the interception in the real NFL, but the difference is so subtle in Madden that it's negligible. The swat move is useful if you're approaching the ball from a considerable distance and need to outstretch your arm to make a last-second save.



SPECIAL TEAMS

The kicking and punting drills in the Mini-Camp mode are excellent for understanding the mechanics behind a



strong and accurate kick, especially the Coffin Corner Punt drill. On kickoffs and punts, angling your kick away from the primary return man is the best approach, especially if you're kicking to dangerous returners like Dante Hall of the Kansas City Chiefs. Also, by kicking toward one side of the field, you are creating a wedge and giving the returner less space in which to operate. Remember, the more power you put into a kick, the faster the downswing of the Kick Meter when lining it up for accuracy. But probably the most important tip this year for Madden NFL 2005 is the utilization of the Fair Catch button when catching a punt. The Fair Catch button used to be superfluous in Madden, since fumbles were very rare when catching a punt. This year, however, if you don't call a fair catch and the defense is right in front of you when you catch the ball, the ensuing hit is almost guaranteed to cause a fumble! This can really make or break a game; not calling a fair catch can be riskier than going for it on fourth down! The key to the fair catch is that you must have control of the kick returner in order to call a fair catch. So every time you line up with your punt return squad, make sure you the first thing you do is to gain control of the returner before the kick. If you do have a blocker near you when you're running the ball on a kick return, you can use the Play-Maker function to quickly assign a blocking assignment for that blocker. It's difficult, but it's almost like controlling two players at once, but the result can be a huge gain on the return.

PRE-SNAP ADJUSTMENTS—OFFENSE

Just because you've picked a play it doesn't mean you're ready to hike the ball. Today's NFL is all about on-the-fly adjustments before the snap; some teams like the Colts rely on it exclusively. It used to be that only advanced Madden players would occasionally use motion and audibles, but with the addition of the PlayMaker functions, adjustments at the line have become an integral part of the game. If you're going to play online or in tournaments, you can't afford to ignore all the pre-snap adjustments that are available. Once you grasp the basics, you'll find yourself motioning, assigning hot routes and using the PlayMaker controls all at once just for one play! Be sure to set up at least three audibles before starting a game, including a run, a short pass and a long bomb. You can also flip the play at the line of scrimmage with the Flip Play command if you see a clear mismatch on one side. Always use the Coach's Cam (preferably without the play diagram, if it's a human opponent) to check out the field so you can see where the mismatches are. Lastly, choose each play quickly so you have enough time to make adjustments before the play clock expires.



• **Motion**—Motion allows an eligible player to move before the snap so he can execute his assignment at a different part of the field and cause a mismatch. Motioning a player to another part of the formation can allow him to get to a more open area in relation to the defensive coverage scheme; you can also use motion to create an extra blocker on the weak side or bluff the defense into thinking that you're concentrating on one side.

• **Hot Routes**—Hot Routes let you change the running routes of any receiver at the line. Before the snap, press the Hot Route button followed by the button that corresponds to the receiver whose route you want to change. You can then assign a fly, curl, in, out, slant or post pattern. Watch how the defense lines up to determine how to change the route. Is the cornerback giving you a cushion by stepping back from the line? He may be expecting a long bomb, so choose a curl pattern. Are the safeties gathering around the center of the field? That means they're expecting something down the middle, so you may want to change to a slant pattern. You can also command a player to block instead of running downfield if you feel a nasty blitz coming.



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PRE-SNAP ADJUSTMENTS—OFFENSE

• **PlayMaker**—PlayMaker on offense is just like the hot routes except it only applies to the primary receiver in a passing play. You can still use the hot route system to change the receiver's pattern, but the PlayMaker function is more convenient if you just want to direct the main receiver. For running plays, the PlayMaker function is indispensable; you can use it to tell the running back to go left or right just before the snap. If the defense is bunching up one side, simply go the other way.



PRE-SNAP ADJUSTMENTS—DEFENSE

It's essential that you check out Madden 101 for all the new defensive features. Movement in the defense is very intimidating and can have a psychological effect on the offense. But play smart...don't get burned!

• **Shifting**—Use the defensive line and linebacker shift commands to spread out, tighten up the middle, bank left or bank right. Shifting lets you anticipate where the run is coming from. It can also give you a nice spread of the field if you sense some holes in the defense.



• **Coverage Audibles**—Coverage audibles mostly affect players in the backfield and how tightly they cover their assignments. You can back off receivers if you expect a long pass or go into bump-and-run coverage to jam the receivers. You can even disguise the defense to look like a blitz when you really expect a pass, but the formation looks unlike any other play and might not fool your opponent. Man coverage audibles are almost necessary when you call a man coverage defense, not for changing the coverage scheme, but to clean up the alignment so every player is assigned to a man. Individual coverage audibles are also possible, if you're in a Cover 2 scheme, you can command the safeties to double-team receivers.



off-guard. Sometimes it's better to simply move a safety or linebacker to the slot position. Defenders will usually change their assignment automatically when brought near a particular area.

• **Formation Shift**—With all the options for moving your players around before the snap, the formation shift is certainly not a first option. Formation shifting changes the routes of several receivers and unless you want to expose your play diagram with the Coach's Cam, you'll most likely be confused when the ball is snapped. You want to keep the defense on the edge, but keep your adjustments simple by focusing on key players.



• **2 Minute Drill**—Games will come down to the wire in Madden, so make sure you know all the quick no-huddle-style buttons like Time Out, No Huddle, Spike and even Fake Spike (like Dan Marino's famous fake play). Pre-snap adjustments are vital in a no-huddle offense for making changes quickly.



• **PlayMaker**—Last year, using PlayMaker on defense only allowed you to make a quick adjustment at the snap. Now you can assign defenders individually on the field. Of course, it's better to use coverage audibles and line shifting than to give multiple commands before the snap. One of the most useful defensive PlayMaker commands is to pick one player to spy the QB. This allows other players to run their assignments rather than having multiple players in QB Spy mode.



• **Flip Play**—If no defender is covering the slot receiver, it usually means that the offense has flipped the play. You'll need to do the same if you don't want to get burned. Be quick, though; the offense can still snap the ball during the transition to catch your defenders

MINI-CAMP

If you want a great resource for learning all the gameplay mechanics behind Madden NFL 2005, then the Mini-Camp is the best place to start. A form of the Mini-Camp is also available in Franchise mode, allowing you to boost your players' ratings during the off-season. Special Madden Cards will become unlocked if you get a gold trophy in a Drill or complete a Game Situation scenario. Veteran Madden players are also encouraged to tackle the Mini-Camp mode to brush up on their skills; besides, it's a lot of fun!

QB—Pocket Presence

ROOKIE

Location: Atlanta, GA

Drill Gold Reward: #208 Pocket Protectors (Bronze)

Game Situation Reward: #263 ATL Cheerleader

PRO

Location: Minneapolis, MN

Drill Gold Reward: #208 Pocket Protectors (Silver)

Game Situation Reward: #281 MIN Cheerleader

ALL PRO

Location: Green Bay, WI

Drill Gold Reward: #208 Pocket Protectors (Gold)

Game Situation Reward: #269 GB Pump Up Crowd

ALL MADDEN

Location: Nashville, TN

Drill Gold Reward: #147 Steve McNair (Gold)

Game Situation Reward: #279 TEN Cheerleader

The Pocket Presence Drill gets pretty tough at the All-Pro and All-Madden levels; like real-life quarterbacks, the key to this drill is to keep your cool. Think of it as a hardcore shoot-'em-up game, but you're avoiding flying balls rather than bullets. Use your peripheral vision when determining which lion to throw to; you will not survive if you move your eyes up and down the screen.

Consecutive completions will increase the amount of points you score, from 25 points for your first completion up to 100 points per completion. Getting sacked subtracts 25 points from your score and restarts the scoring system from scratch. Don't worry too much about leaving the pocket every now and then, just make sure you get back in quickly or you'll lose 25 points. Keep moving! In the Game Situation, you might as well go long to your best receiver. Use hot routes to exploit holes in the defense and go long to the tight end if your wide receiver is covered. You can beat the challenge, but it's a challenge, so it's not easy.



MINI-CAMP

LB—Chase and Tackle

ROOKIE

Location: Baltimore, MD
Drill Gold Reward: #194 3rd Down (Bronze)
Game Situation Reward: #274 BAL Cheerleader

PRO

Location: Pittsburgh, PA
Drill Gold Reward: #194 3rd Down (Silver)
Game Situation Reward: #274 PIT Pump Up Crowd

ALL PRO

Location: Charlotte, NC
Drill Gold Reward: #194 3rd Down (Gold)
Game Situation Reward: #270 CAR Cheerleader

ALL MADDEN

Location: Chicago, IL
Drill Gold Reward: #2 Brian Urlacher (Gold)
Game Situation Reward: #250 CHI Pump Up Crowd

Chase and Tackle is probably the easiest Drill in Mini-Camp. You can switch between defenders if your first line of defense misses a tackle, thus ensuring that you still get a User Tackle Bonus. Don't be afraid to use the Hit Stick to cause a fumble, which will give you even more bonus points. The Sprint button will help you chase down the running back, but be careful not to over-pursue. In the Game Situation, the opposing team will most likely run the ball on every play to eat up the clock. Using the Goal Line formation gives you a good chance of stuffing the run in the backfield. If all else fails, you can cheat and use the Field Goal Block play to create a giant wall at the line of scrimmage! Also, you may want to call a fair catch when the opposing team punts the ball away—there's nothing more frustrating than fumbling the return after playing perfect defense!



DB—Swat Ball

ROOKIE

Location: Orchard Park, NY
Drill Gold Reward: #199 Lame Duck (Bronze)
Game Situation Reward: #252 BUF Cheerleader

PRO

Location: Houston, TX
Drill Gold Reward: #199 Lame Duck (Silver)
Game Situation Reward: #280 TEX Cheerleader

ALL PRO

Location: Denver, CO
Drill Gold Reward: #199 Lame Duck (Gold)
Game Situation Reward: #253 DEN Cheerleader

ALL MADDEN

Location: Miami, FL
Drill Gold Reward: #52 Sam Madison (Gold)
Game Situation Reward: #261 MIA Cheerleader

The Swat Ball Drill may seem like a handful at first, but once you get the timing right, it's the most addicting challenge in Mini-Camp. Use the Sprint button to run from one post to another and make sure you're ready to take off in any direction as soon as you attempt to catch or deflect a pass. Interception Bonuses are really your only chance to qualify for the Gold reward, so forget the Swat button and try to catch every ball. Make sure you use the Face button to have your receiver turn around and face the ball right before jumping up to grab it. Luck plays a small part in this Drill, since the passing pattern is random; sometimes the throwing machine will constantly have you running from one extreme side of the field to the other, making it impossible to keep up. Just restart and you'll eventually get a favorable throwing pattern that will allow you to intercept a high percentage of passes without moving around too much. In the Game Situation, try using QB Spy and Cover 2 or 3 plays to force an interception.



DL—Trench Fight

ROOKIE

Location: Philadelphia, PA
Drill Gold Reward: #209 Penetration (Bronze)
Game Situation Reward: #262 PHI Cheerleader

PRO

Location: East Rutherford, NJ
Drill Gold Reward: #209 Penetration (Silver)
Game Situation Reward: #267 NYJ Pump Up Crowd

ALL PRO

Location: Tampa, FL
Drill Gold Reward: #209 Penetration (Gold)
Game Situation Reward: #255 TB Cheerleader

ALL MADDEN

Location: Charlotte, NC
Drill Gold Reward: #99 Julius Peppers (Gold)
Game Situation Reward: #270 CAR Cheerleader

The Trench Fight Drill can get frustrating in the harder levels, especially when they throw three linemen at you at once. The best move for this drill is the Shove button. As you're running downfield, hold down the Shove button just before you make contact with the next lineman; there's a good chance he will fall over without any resistance. When you do get caught up with a lineman, mash the Rip, Swim and Shove buttons and juggle yourself free. In the Game Situation, make sure your secondary is covering the wide receivers, since you will not be able to control anybody else except the defensive linemen. With the passing lanes covered, it allows you to harass the quarterback and possibly get a sack. Since the game is on the line, the computer will use a hurry-up offense after every completion and will go for it on fourth down, so be prepared. Sometimes the secondary will grab an interception and complete the challenge for you!



CONTINUED



MINI-CAMP

K—Clutch Kicking**ROOKIE**

Location: Detroit, MI
 Drill Gold Reward: #197 Da Boot (Bronze)
 Game Situation Reward: #268 DET Pump Up Crowd

PRO

Location: Miami, FL
 Drill Gold Reward: #197 Da Boot (Silver)
 Game Situation Reward: #261 MIA Cheerleader

ALL PRO

Location: Oakland, CA
 Drill Gold Reward: #197 Da Boot (Gold)
 Game Situation Reward: #272 OAK Cheerleader

ALL MADDEN

Location: Philadelphia, PA
 Drill Gold Reward: #104 Tom Brady (Gold)
 Game Situation Reward: #262 PHI Cheerleader

Clutch Kicking is all about power and accuracy with the kicking meter. It's also about keeping the time between kicks to an absolute minimum. There is actually a brief moment just before the start whistle blows when you can begin the kick meter sequence, thus giving you a head start before the clock starts counting down and possibly giving you one extra kick before time expires. In the harder levels, the wind meter will show a slight breeze, but if you kick the ball with enough force and accuracy, a little zephyr shouldn't matter. Besides, you have very little time to make careful angle judgments on each kick. Getting a gold reward often will come down to the very last kick, so just line 'em up and boot 'em. In the Game Situation, you start on third down, giving you a chance to get closer to the end zone with one more play and a quick time out before bringing in the field goal unit. You can also be bold and go for a touchdown and still complete the challenge if you have a potent offense. For example, at the All-Madden level when you play as the Eagles, simply throw a long bomb to Terrell Owens in the end zone and win the game with one play!

**P—Coffin Corner Punt****ROOKIE**

Location: Cleveland, OH
 Drill Gold Reward: #211 Coffin Corner (Bronze)
 Game Situation Reward: #254 CLE Pump Up Crowd

PRO

Location: New Orleans, LA
 Drill Gold Reward: #211 Coffin Corner (Silver)
 Game Situation Reward: #267 NO Cheerleader

ALL PRO

Location: Jacksonville, FL
 Drill Gold Reward: #211 Coffin Corner (Gold)
 Game Situation Reward: #266 JAX Cheerleader

ALL MADDEN

Location: Tempe, AZ
 Drill Gold Reward: #30 Marcel Shipp (Gold)
 Game Situation Reward: #256 ARI Cheerleader

The Coffin Corner Punt is no easy task in the later levels. Not only do you have to judge the punting angles correctly, but you also have to execute perfect punts with enough force and accuracy into the deep corners. First of all, determine which foot the punter uses to kick the ball. For example, Chris Hanson of the Jaguars is a left-footed kicker, so kicking toward the right corner gives him a better kicking angle and better control. Point the kicking arrow downward rather than kicking the ball high in the air; line drives are easier to control and will give your kicker more accuracy. The wind is usually calm and shouldn't be a factor, but in the All-Madden level it kicks up to about 13 mph, giving you a bit of a challenge. Interestingly, we found that the Coffin Corner Punt is much easier when played on a small TV screen. Somehow the larger TV screens made the punting angles very difficult to judge. Since you are randomly placed at different areas on the field every time you punt, pay close attention to how far you are away from the end zone and which side of the field you're standing on (right, middle or left). The Game Situation is played exactly like the Drill for this challenge.

**QB—Precision Passing****ROOKIE**

Location: East Rutherford, NJ
 Drill Gold Reward: #210 QB On Target (Bronze)
 Game Situation Reward: #265 NYG Pump Up Crowd

PRO

Location: Seattle, WA
 Drill Gold Reward: #210 QB On Target (Silver)
 Game Situation Reward: #277 SEA Cheerleader

ALL PRO

Location: Foxboro, MA
 Drill Gold Reward: #210 QB On Target (Gold)
 Game Situation Reward: #271 NE Cheerleader

ALL MADDEN

Location: Indianapolis, IN
 Drill Gold Reward: #42 Peyton Manning (Gold)
 Game Situation Reward: #259 IND Cheerleader

This quarterback drill is all about memorizing the timing and angles of each pass. The key is to align yourself with the receiver at the perfect angle so the ball goes through the ring when you throw it to him. Most of the rings are angled in such a way that you never have to leave the pocket when throwing the pass. Occasionally, however, you have a better chance of getting the ring exactly in between you and the receiver if you move out of the pocket a little to the left or right. A Catch Bonus is almost guaranteed if the pass is thrown correctly through the ring. You can also get a Turn Bonus if you complete all the rings before using up all the turns for each play. You will need Catch and Turn bonuses if you want to score a gold reward. Almost all of these passes should be bullets and not lobs. The Game Situation is exactly the same as the one in Pocket Presence where you need to lead an aerial assault.



We Made the First Level.

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MINI-CAMP

RB—Ground Attack

ROOKIE

Location: Kansas City, MO

Drill Gold Reward: #195 Human Prow (Bronze)

Game Situation Reward: #256 KC Cheerleader

PRO

Location: Washington, D.C.

Drill Gold Reward: #195 Human Prow (Silver)

Game Situation Reward: #275 WAS Cheerleader

ALL PRO

Location: San Diego, CA

Drill Gold Reward: #195 Human Prow (Gold)

Game Situation Reward: #257 SD Cheerleader

ALL MADDEN

Location: Baltimore, MD

Drill Gold Reward: #38 Priest Holmes (Gold)

Game Situation Reward: #274 BAL Cheerleader

The most challenging Drill is without a doubt the Ground Attack. Each running play is randomly generated, so there is a certain element of luck when it comes to running from a favorable formation. The fullback is your best friend in this Drill; he usually blocks the first oncoming defender, so it's a good idea to follow his lead until the first block has been established. After the first block, it's up to you the rest of the way to get to the end zone. The two most effective moves in this drill are the juke and stiff arm move. The spin move is suggested in the instructions screen, but we find that it takes too long to execute and the computer doesn't get fooled by it too often. The stiff arm can knock down any defender if you time it correctly, but you also have to make sure that the ball is in the opposite arm when shoving the opponent. The juke move is a great way to fool a defender, especially when they have committed to a line of pursuit. Make sure that you're running vertically up the field when using the juke; a juke when moving sideways usually results in a loss of yards. Remember that the juke is pressure sensitive; a soft touch will only do a small shift, whereas a hard button push will have the runner swing to the side. Always use the Dive button when you approach the end zone so you save time on the clock. Don't be afraid to go the opposite way right after the snap, like you're running a counter play; the defense will often be fooled by this. In the Game Situation screen, it's best to kill the clock by getting that defense away from the play clock dwindles down to a few seconds to "milk" the game clock.



ROSTER UPDATES

If you are un-lucky to get online (or if you have the GameCUBE version of Madden NFL 2005), your team rosters are probably stuck in the default mid-June line-up—that's way before even training camp started! Ricky Williams hasn't left for Thailand yet and Eddie George is still pounding away for the Titans. The following transcriptions were accurate at press time; you may need to include additional updates by the time you read this.

Players to Release and Sign			
Team	Release Player	Pos.	New Team
Bengals	Rehan Johnson	LT	
	Adrian Ross	LOLB	
Buccaneers	Darrell Russell	DE	
Cardinals	Pete Kendall	C	
	Kendrick Rogers	RT	
Cowboys	Willie Blade	DE	Giants
	Quincy Carter	QB	
	James Warden	RE	Bengals
Dolphins	Ricky Williams	QB	
Packers	Scott Brewer	WR	
49ers	Greg Maddill	RT	
Jets	Las Faura	C	
Packers	James Reynolds	RE	Browns
Raiders	Tim Brown	WR	
	Barnett Robbins	C	
Rams	Shawn Wilson	FS	
Titans	Eddie George	RB	Cowboys
Vikings	Eric Kelly	CB	
Free Agent Signings			
Team	Sign Player	Pos.	
Bengals	Alex Safford	LG	
Broncos	Alex Van Pelt	QB	
Browns	Lance Dunder	WR	
Buccaneers	Bill Schroeder	WR	
Eagles	Jeremiah Trotter	MLB	
Giants	Joe Dean Davenport	TE	
Jets	Michael Ricks	TE	
Packers	Tyron Rogers	LE	
Patriots	Zaron Hamster	TE	
	James Williams	RE	
Rams	Bernard Holsey	DT	
	Ryan Shaw	RT	
Ravens	Rashad Norman	CB	
	Fred Weary	CB	
Titans	Andrew Smith	RB	
Vikings	Tim Hopkins	RG	

MADDEN MOMENTS
(COLLECTOR'S EDITION)

If you own the Collector's Edition of Madden NFL 2005 for the PS2, then it's in your best interest to play the 21 Madden Moments in the Special Features section if you want to rack up a huge

amount of Tokens. After completing the Madden Moments, you should have enough Tokens to almost complete your Madden Card collection (give or take a card). Here's a list of the rewards for each Challenge:



Madden Moment	Reward
#1 1988-90 AFC Divisional Playoff	100 Tokens
#2 1988-91 AFC Wild Card Playoff	200 Tokens
#3 1991-92 AFC Divisional Playoff	300 Tokens
#4 1993-95 AFC Wild Card Playoff	400 Tokens
#5 1993-94 AFC Wild Card Playoff	500 Tokens
#6 1995-95 AFC Divisional Playoff	600 Tokens
#7 1995-96 AFC Conf. Championship	700 Tokens
#8 1996-97 AFC Wild Card Playoff	800 Tokens
#9 1997-98 NFC Wild Card Playoff	900 Tokens
#10 1998-99 NFC Wild Card Playoff	1,000 Tokens
#11 1999-00 AFC Wild Card Playoff	1,100 Tokens
#12 2000-01 AFC Wild Card Playoff	1,200 Tokens
#13 2001-02 AFC Divisional Playoff	1,300 Tokens
#14 2002-03 AFC Wild Card Playoff	1,400 Tokens
#15 2003-04 Super Bowl XXXVIII	1,500 Tokens
#16 The End of A Dynasty	1,600 Tokens
#17 Super Bowl Composure	1,700 Tokens
#18 Wild Night	1,800 Tokens
#19 4th and 26	1,900 Tokens
#20 The Drive	2,000 Tokens
#21 Falcons to the Super Bowl	3,000 Tokens

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MADDEN CARDS

Madden Cards come in packs and can be purchased with the Tokens you've earned by completing various challenges. Each pack costs 100 Tokens, and like baseball cards, what you get is completely random. Some of these cards have to be earned in the Mini-Camp mode and cannot be purchased. However, any of the cards can be acquired when you trade with others. You can also earn cards by increasing your EA Sports Bio Level. If you want to cheat, you can unlock cards by entering the corresponding codes in the "Madden Codes" option.

Players

The cards featuring today's top NFL players can be activated during a game to juice up the corresponding player's ratings by 25%. Each card has three versions: Bronze, Silver and Gold. A Bronze card will boost your player's ratings by 25% for one play, a Silver card will do so until the end of the quarter and a Gold card boosts his stats for the rest of the half. Once a card is used in a game, you will lose the card. *Note: Eight of these cards can only be earned by getting a gold trophy at All-Madden difficulty in the Mini-Camp drills (see Mini-Camp) and only come at EA Sports Bio Level 10. Madden Codes will allow you to get Bronze and Silver versions.



Madden Codes				Madden Codes					
#	Card Name	Bronze	Silver	Gold	#	Card Name	Bronze	Silver	Gold
001	Rex Grossman	C16K3D	K35N2N	C46P2A	059	Dorovan McNabb	T155ZJ	P66V18	T98J1I
002	Brian Urlacher*	E59Q9E	Z59L2J	Z34J4U	060	Brian Dawkins	E34U1I	Q76Q8I	Y47BBY
003	Mike Brown	L46G4W	P220BU	F12I8N	061	Corey Simon	X218ZN	D540BD	R1107K
004	Dlin Kretz	Q4Z28K	G23PBU	K17R2D	062	Jevon Kearse	T12C5Y	L46P2R	A7581C
005	Marty Booker	E7PY4J	R11U2U	P51U4E	063	Brian Westbrook	Y27F1M	Z54G7H	V46G2Q
006	Peter Warrick	X11X6M	J34M2T	D66P9D	064	Peenless Price	P47L2A	A4513C	X75V8K
007	Brian Sennerson	O36W3U	Q13G4H	S27M6A	065	Keith Brooking	G19D2V	V11H3C	E12P6S
008	Chad Johnson	G48J7C	L97M5X	R8552A	066	Michael Vick	A1709K	O3JW6M	H6781F
009	Rudi Johnson	N38F1R	K37C3A	W26J6H	067	T. J. Duckett	U97K7X	S77H4V	P67E1I
010	Carson Palmer	N55ABV	H42N6D	O36V2H	068	Jason Webster	B1479W	N34E9M	M7483E
011	Drew Bledsoe	S32W1M	I15V4Q	W73M2E	069	Julian Peterson	G24R3J	P31K5Y	M83A5A
012	Travis Henry	F33B3C	Q34H9N	F36M2Q	070	Andre Carter	O19D25	W11C3X	V76E2Q
013	Takso Spikes	L42I5I	C42D8S	B83A6C	071	Kevan Sarlow	B45E2I	L90G3R	A2375E
014	Lawyer Milloy	K36X9E	W1454T	M37Y58	072	Jeremy Newberry	R95G3D	R54Y2U	J77Y3K
015	Eric Moulds	I32H4P	Z23V5T	H42Z8K	073	Amari Toomer	F55H4V	O22T55	Z75G6M
016	Al Wilson	Q93G7R	B69J3X	G72G2R	074	Michael Strahan	G32E6P	I2718E	O56T6K
017	Jake Plummer	D2654D	Q45Q8T	N07P8X	075	Tiki Barber	U95P6D	T39Q5W	T43A2V
018	Rod Smith	I8151D	X17D7P	V22C4L	076	Jeremy Shockey	V78H9K	W89E7Y	R34X5I
019	Champ Bailey	Y84D4S	M19G1X	K89D9E	077	Dorovin Darius	N36M5I	C32I2D	Q11T7T
020	Jeff Garcia	T9586Y	H44O1R	H32H7B	078	Jimmy Smith	R61T8K	X17V9K	I22S5W
021	Courtney Brown	R42Z6G	T22D6A	R43R75	079	Byron Leftwich	R24M5X	S29B6D	C55V3C
022	Lee Seugs	Q39N7W	X43J6Q	Z94X8Q	080	Fred Taylor	R37V9R	N77M2A	M78Y9Y
023	Simson Rice	Z46R9Q	N62Y8Q	S62P7T	081	Marcus Stroud	V05F8E	Q27J8N	E56G9D
024	Ronde Barber	A79O5A	X21J5G	J72X8W	082	Curtis Martin	A4123U	S4587T	K47X3G
025	Mike Alstott	H64H4A	F37T3Q	D69P6W	083	Kevin Mawae	W50W9I	O68U4D	L78E8S
026	Derrick Brooks	F41I3B	H44N2E	P93Q9Q	084	Chad Pennington	O13H6I	B39Q2K	B64L2F
027	Josh McCown	M57A3W	Z24I1Q	Q37Y4X	085	Shaun Ellis	XB4K7K	H7458B	Z54F2S
028	Leonard Davis	L61T35	V69K2Q	H14M2V	086	Santana Moss	D77Q3K	F75T7J	H79E58
029	Anquan Boldin	Y82M85	L13H6I	S32F7K	087	Joey Harrington	W12M4I	S24A1P	269W6J
030	Marcel Shipp*	N59Q7Y	E57D2W	R42X2L	088	Charles Rogers	Y21E1I	U96W5E	E53K5Y
031	Dexter Jackson	D91K7L	J35B7L	G16B2I	089	Shawn Rogers	F31M4S	U96T3Y	J87X8M
032	Quentin Jammer	T7523U	V96D6A	V5553Q	090	Dre Bly	B51F8Y	Q25Z6W	H19Q2D
033	Dominic Edwards	M86Q6H	A94U5S	E18Y52	091	Damien Woody	G72X2C	K77B3J	F78H1I
034	LaDainian Tomlinson	M1C5V	Y99M4S	M64D4E	092	Ahman Green	G16D1A	L59Y1V	T86L4C
035	Tony Gonzalez	261U5I	P89C1Y	N46E9N	093	Subba Franks	M37N7Q	W42Y4D	U77F2W
036	Trent Green	J75H1H	L36M2V	Y46M4S	094	Nick Barnett	T6106V	Q42N6S	X3057S
037	Will Shields	O63C7F	U98B3D	S5258A	095	Bret Favre	S4C08B	L79V7Y	L61D7B
038	Prost Holmes*	Q52X2C	Z74J27	X91N1L	096	Kabeer Gbaja-Mansie	K14O8B	P49M52	U6187Y
039	Dante Hall	I11U3F	N95U4Q	C32P8D	097	Steve Smith	T80T3J	D5E42K	W59D2Q
040	Edgerrin James	A92HQP	C59Q7Y	A75D7X	098	Jake Delhomme	N90K4S	S77Q5S	M86N6P
041	Dwight Freeney	H7866N	T78A2C	G74U2L	099	Julius Peppers*	P158BK	K54Q3G	X54Q4D
042	Peyton Manning*	P88F3C	S69G1P	L48H4U	100	Mike Rucker	J62K9G	B1K17T	K89D6S
043	Marvin Harrison	Q35Z7X	Q7121P	T11E8D	101	Kris Jenkins	Q73M9E	Y99X3K	W63Q3K
044	Reggie Wayne	E99F5F	W74P8T	R2058C	102	Stephen Davis	C83T7W	I14P8E	E39X3L
045	Terrance Newman	U14U2A	Y11F7W	W57V5P	103	Ty Law	W58K1P	L36O7Y	F17W12
046	Dat Nguyen	H22D3W	R99M7Q	G84Z5S	104	Tom Brady*	Y31P5C	T95V3X	X22V7E
047	Rozell Adams	C86G7G	W55M9R	R54T1O	105	Tedy Bruschi	A53B1Q	K26O8A	K26Q3P
048	La'Roia Glover	L94K2I	J84Y1F	K24L9K	106	Rodney Harrison	S96K2P	A158XK	O84B3J
049	Dexter Coakley	Y32K3C	H69T1X	L38L1A	107	Richard Seymour	Y52O6C	K85T4K	L69T4T
050	Boj Williams	H42M52	G47N1R	J9G06P	108	Charles Woodson	281T6H	O33A7Y	F95N9J
051	Adewale Ogunleye	A22J3M	Q16J7J	C12E9E	109	Jeremy Porter	O79M5M	F71Q1Q	S71Q1Q
052	Sam Madison*	D91M5T	H3464V	Z87T5C	110	Jerri Rice	W71G2I	Y26P7X	K34F8S
053	Jason Taylor	U65A1C	S38Z2V	D3356I	111	Rich Gannon	J98S5F	D49O8W	Q69Y1I
054	Zach Thomas	E18R62	R79T8D	U63B3H	112	Marshall Faulk	K56B9W	S71Y3X	U76G1U
055	Patrick Surtain	X46J8P	X46U4A	H58T9X	113	Orlando Pace	M74N1C	H28B9Y	U42U9U
056	Ricky Williams	C83Q4W	F1523I	P19V1N	114	Marc Bulger	V58Z2Q	G23R4W	U68M4S
057	Junior Seau	X16R3H	C5157X	W26K6Q	115	Tony Holt	Q2BW1U	X19W9F	W96U7E
058	David Boston	N83A3H	X38L5T	A2509P	116	Kyle Turley	T15G2S	J57Q3R	Y45A8V

We Invented Godmode.



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Players

#	Card Name	Bronze	Madden Codes	Silver	Gold
117	Ray Lewis	B49G3Z	G151L	J4X6V	
118	Ed Reed	J7689L	H73C7J	G19Q2B	
119	Todd Heap	Q7687M	C-3K1Q	H19M1G	
120	Trent Suggs	T8655B	H4M5E	V71A9Q	
121	Kyle Bollar	G4277P	H271J	J272BK	
122	Linemen Coles	M1307W	W7A9U	R945S	
123	Shaw Springs	H358BD	N565B	Z28D2V	
124	Clinton Portis	P6466A	Z29Y9N	J6V5J	
125	Mark Brunell	Q4678K	W71L1U	B66D9J	
126	Link Arlington	W31A2K	X596V	F19Q8W	
127	Aaron Brooks	V9196F	M21C3S	J95K1J	
128	Joe Horn	K12N6F	C75P1W	P91A1Q	
129	Donte Stallworth	L78H4N	V59G5A	K75W3M	
130	Booie McAllister	Q2885U	N13C4V	D11H1J	
131	Matt Hasselbeck	N8527H	U75F2D	R63D5F	
132	Grant Wistrom	U83A9T	O19X4N	E46M4Y	
133	Marcus Trufant	U91U2T	M69Q2K	R65T5U	
134	Shawn Alexander	O19D2K	C56M9K	X52A2P	
135	Walter Jones	A87LSM	W95Q4E	G57P9P	
136	Kendrell Bell	W45X5J	N52X3T	T96C7J	

#	Card Name	Bronze	Madden Codes	Silver	Gold
137	Alvin French	J16P1J	X34Y2R	U3259C	
138	Hines Ward	M4123K	C34D2S	M1286F	
139	Crispy Hampton	Q52F7U	E71M4U	Z11P9T	
140	Philo Gamus	H17M1L	O12E9Y	K1614J	
141	James Sharpe	R6123R	C69N9M	W2717G	
142	Dwight Carr	R83_7R	E398N	C6E2QJ	
143	Aaron Glenn	S78U3V	G67M9C	Q48E9G	
144	Andre Johnson	B29H1S	C7-Q-T	E5151M	
145	Dominick Davis	M13M1T	K35D4N	L5853J	
146	Markus Garrison	V9185D	V9185D	S68P3T	
147	Steve McNair	O2553S	C69Y9K	S36T1I	
148	Q-T	Q1071	T15X7C	P44A2E	
149	Sammy Rolle	V66Z8N	G51M4H	C6H4Z2	
150	Kurti Sullivan	U59N4V	V82L1Q	M63N6V	
151	Dwaine Culpepper	W94P3V	J5955F	O62Q4K	
152	Landy Moss	E79H66	D58Q3K	W79U7X	
153	Chris Davis	E46H9N	C99T1U	F14C6J	
154	Michael Bennett	B32Q4V	O23V9K	W51W2J	
155	Antoine Winfield	D9518K	S80X2V	A12V7M	

Coaches

A Coach card will boost the corresponding team's awareness when activated. Bronze cards last for one play, Silver cards last for the rest of the quarter and Gold cards last until the end of the current half. The card will be lost when used.

#	Card Name	Bronze	Madden Codes	Silver	Gold
156	Lois Smith	D69V2B	E47L7G	L38V3A	
157	Marvin Lewis	T95W1N	Z73K1E	P2454H	
158	Mike Shanahan	T21M8D	C32M8R	C56D8E	
159	Mike Shanahan	D65J3W	D62A2G	H15L5Y	
160	Butch Davis	L22W1S	M1825G	G77L6F	
161	Jon Gruden	Z719A4	X26F7K	H618A8	
162	Dennis Green	S47V6Z	P29W9S	C18J7T	
163	Marty Schottenheimer	W82Z3P	L58L8S	D96A7S	
164	Dick Vermeil	O23N5L	H24D6V	F68V8V	
165	Tony Dungy	Q3477V	J26A3K	Y98R8V	
166	Dalton Coach	D22Y7R	O59U2J	O24U1Q	
167	Dave Wannstedt	G86H8T	E1858H	W73D7D	
168	Andy Reid	S47V7Y	J6238B	N44K1L	
169	Jim Mora Jr.	Q64L2X	U99P9V	N46C3M	
170	Dennis Erickson	P82X6K	D69E5K	J83E3T	
171	Tom Couchman	L56T7V	M1846V	S71D8H	

#	Card Name	Bronze	Madden Codes	Silver	Gold
172	Jack Del Rio	L5867E	P3184P	J22P9H	
173	Herman Edwards	R28H6K	K43T1O	O1912T	
174	Steve Mautucchi	S16U2M	Y25X9X	V74Q2N	
175	Mike Sherman	N6873W	D55Y8U	F84X6K	
176	John Fox	K77H8G	H27J6P	Q98R7Z	
177	New England Coach	O24B1A	V51V9G	N24L6Z	
178	Norm Turner	U56Y9Z	J42F3D	F24K1M	
179	Mike Martz	H41K2S	J71N1A	R64A8E	
180	Steve Bilezikian	E1685D	E79Q2C	L27C4K	
181	Washington Coach	W36P8F	J27J8U	W67V9L	
182	Jim Haslett	I13F4V	T31V5F	G78K3W	
183	Seattle Coach	Q49T5G	V98Q2M	V58U4Y	
184	Bill Cowher	T43F6W	K13V3P	S54F6U	
185	Dan Capietti	J65Q4V	O65G7O	Q97H8R	
186	Jeff Fisher	X97A8Q	U22T4A	N62B6J	
187	Mike Tice	E18J2N	R34C7W	Y11T6Y	

Cheats

Cheat cards can be used during a game to help you or hinder your opponent. Each card is used up once it is activated. In most cases, Bronze Cheat cards let you use the cheat for one play, Silver cards activate the cheat until the end of the current quarter and Gold cards last until the end of the current half. Note the exceptions below:

#	Card Name	Bronze	Madden Codes	Silver	Gold
188	First and Fifteen	X85Z2D	K84V4W	Y65BP	
189	Requires that your opponent get 15 yards to reach a first down	G84L6Q	C81Q2P	Q72E9B	
190	First down yards to go will be set to five	K97M5H	C1352L	L65G1E	
191	Opponent will fumble every time he jukes	J96F1N	X38L4N	M5958G	
192	Awards extra points for interceptions (Bronze=2, Silver=3, Gold=4) and sacks (Bronze=1, Silver=2, Gold=3)	A2887Z	K5123S	V34L6D	
193	Opponent's penalties will be made very narrow	G25L4D	K3286H	P66C4L	
194	Get five downs to set a first down	V5884Z	U6183J	Z28X5K	
195	Opponent will only get three downs to set a first down	V33Y6J	J2507Z	L96J7P	
196	Broken Tackle will increase by (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game				

#	Card Name	Bronze	Madden Codes	Silver	Gold
196	Super Dive	M72K4C	Q71Q5S	O59K3T	
197	Driving Distance increases by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game	C71K6D	B91C1P	J76K3T	
198	Da Bomb	Z29L5Y	Z44B1F	B61A8M	
199	Unlimited field goal range	Q7214B	R65T2M	D57H5S	
200	Unlimited pass range	Y68Q1Y	B13J4A	X78P9Z	
201	Opponent will throw ball passes	L7954Y	W56Q1U	R1488Z	
202	Opponent's fumbles will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game	D64I7A	T95M2Q	J33B8F	
203	201 BINGO!				
204	Your defensive interceptions will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game	O64V3E	N68M3Z	Y79R8R	
205	Mr. Mobility				
206	Your QB can't be sacked				



Cheats

Madden Codes			
#	Card Name	Bronze	Silver
204	Touchy	K3B9W	W27W48
Opponent's penalties will increase by 50%			
205	Bad Spot	L1424N	A42V8X
Ref will spot the ball 1-2 yards short			
206	Toast	Y38W5T	Y79W5B
Your ability to burn a DB will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
207	Jam	H48R3Y	W58F7K
Your ability to jam a WR will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
208	Pocket Protectors	Q95L1N	L95T10
Your pass blocking success will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
209	Penetration	Q17X5D	C29U1T
Your D-line success will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
210	QB On Target	CBQ3L	S99V2G
Your QB Accuracy will be 100%			
211	Coffin Corner	MX4X2D	H67N2E
Your punt will go out of bounds at max. distance			

Secret Stadiums

When you receive a Secret Stadiums card, the secret stadium will be unlocked in the Stadium Select screen when your User Profile is active. These cards only come in Gold but are never "used up," so they're good for trading if you have extras.



Madden Codes			
#	Card Name	Bronze	Silver
220	Super Bowl XXXIX	n/a	n/a
221	Super Bowl XL	n/a	n/a
222	Super Bowl XLII	n/a	n/a
223	Super Bowl XLIII	n/a	n/a
224	Aloha Stadium	n/a	n/a

Secret Teams

Like the Secret Stadiums cards, when you get a Secret Teams card, the secret team will be unlocked in the Team Select screen when your User Profile is active. These cards only come in Gold but are never "used up," so they're also good for trading if you have extras.



Madden Codes			
#	Card Name	Bronze	Silver
225	'58 Colts	n/a	n/a
226	'66 Packers	n/a	n/a
227	'68 Jets	n/a	n/a
228	'70 Browns	n/a	n/a
229	'72 Dolphins	n/a	n/a
230	'74 Steelers	n/a	n/a
231	'76 Raiders	n/a	n/a
232	'77 Broncos	n/a	n/a
233	'78 Dolphins	n/a	n/a
234	'80 Raiders	n/a	n/a
235	'81 Chargers	n/a	n/a
236	'82 Redskins	n/a	n/a
237	'83 Raiders	n/a	n/a
238	'84 Dolphins	n/a	n/a
239	'85 Bears	n/a	n/a
240	'86 Giants	n/a	n/a
241	'88 49ers	n/a	n/a
242	'90 Eagles	n/a	n/a
243	'91 Lions	n/a	n/a
244	'92 Cowboys	n/a	n/a
245	'93 Bills	n/a	n/a
246	'94 49ers	n/a	n/a
247	'96 Packers	n/a	n/a
248	'98 Broncos	n/a	n/a
249	'99 Rams	n/a	n/a

Madden Codes			
#	Card Name	Bronze	Silver
212	Wind Gust	R73R5C	R71Q4A
Field goal kicks will receive a gust in your favor			
213	Hands of Glue	H46G1J	Z8457R
Your catching ability will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
214	Hands of Stone	Q88G1P	S71X3Y
Opponent's catching ability will decrease by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
215	Couch Potato	G62T5B	H34P9M
Your opponent's fatigue will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
216	Time Out	F77N2F	K85V6R
Unlimited time outs for the current quarter (Bronze), half (Silver) or game (Gold)			
217	Ouch!	Q96V4I	G4654B
Opponent's injuries will increase by 25% (Bronze), 50% (Silver) or 75% (Gold) for the rest of the game			
218	Worker's Comp	L46T7N	V76N5W
Points are awarded (based on severity) whenever a player gets injured for the current quarter (Bronze), half (Silver), or game (Gold)			
219	Fishery	Q38L2G	D34F3Z
Your QB can throw past the line of scrimmage			

Cheerleader & Pump Up Crowd

These cards only come in the Gold variety and will pump up the crowd for the corresponding team when used.

Almost all of these cards must be earned by completing the game situations in the Mini-Camp (see Mini-Camp). The only exceptions are the Bengals, Cowboys, 49ers and Rams Cheerleader cards which can be purchased in the random packs.



Madden Codes			
#	Card Name	Bronze	Silver
250	Bears Pump Up Crowd	n/a	n/a
251	Bengals Cheerleader	n/a	n/a
252	Bills Cheerleader	n/a	n/a
253	Broncos Cheerleader	n/a	n/a
254	Browns Pump Up Crowd	n/a	n/a
255	Buccaneers Cheerleader	n/a	n/a
256	Cardinals Cheerleader	n/a	n/a
257	Chargers Cheerleader	n/a	n/a
258	Chiefs Cheerleader	n/a	n/a
259	Colts Cheerleader	n/a	n/a
260	Cowboys Cheerleader	n/a	n/a
261	Dolphins Cheerleader	n/a	n/a
262	Eagles Cheerleader	n/a	n/a
263	Falcons Cheerleader	n/a	n/a
264	49ers Cheerleader	n/a	n/a
265	Giants Pump Up Crowd	n/a	n/a
266	Jaguars Cheerleader	n/a	n/a
267	Jets Pump Up Crowd	n/a	n/a
268	Lions Pump Up Crowd	n/a	n/a
269	Packers Pump Up Crowd	n/a	n/a
270	Panthers Cheerleader	n/a	n/a
271	Patriots Cheerleader	n/a	n/a
272	Raiders Cheerleader	n/a	n/a
273	Rams Cheerleader	n/a	n/a
274	Ravens Cheerleader	n/a	n/a
275	Redskins Cheerleader	n/a	n/a
276	Saints Cheerleader	n/a	n/a
277	Seahawks Cheerleader	n/a	n/a
278	Steelers Pump Up Crowd	n/a	n/a
279	Titans Cheerleader	n/a	n/a
280	Texans Cheerleader	n/a	n/a
281	Vikings Cheerleader	n/a	n/a

ESPN



2K5

by
Jason
Wilson

Sega's NFL series has always been solid, but last year's addition of the ESPN license has taken it to a new level. First Person Football is back in 2K5, as are the Crib and the deepest Franchise mode of any football game. On the following pages, we'll answer the most common questions about various aspects of the game.

OPTIONS Q&A



Q: I don't have an online connection. What roster updates should I make?

A: Here are the major roster updates that we were able to confirm as this issue went to press. You can keep up with the latest trades, cuts and signings on the Internet at www.nfl.com.

Team	Release Player	Position	New Team
49ers	Kashad Holman	CB	
Bengals	Darryl Gardner	DT	
	Adrian Ross	LB	
Bills	Bernard Robinson	T	
Broncos	John Mobley	OLB	
Bucs	Keenan McCardell	WR	
	Tom Knight	CB	
	Ryan Benjamin	C	
	Darrell Russell	DT	
Cardinals	Pete Kendall	C	
Cowboys	Chad Hutchinson	QB	
	Quincy Carter	QB	
	Willie Blade	DT	Giants
Dolphins	Ricky Williams	RB	
	Adewalu Ogundimu	DE	
Falcons	Keion Carpenter	FS	
	Hunter Goodwin	TE	
	Ellis Johnson	DT	
	Keth Newman	LB	
Giants	Delvin Joyce	HB	
	Antoine Wornack	HB	
	Matt Bryant	K	
Jaguars	Hakim Akbar	LB	
Packers	Amegio Spearman	LB	
	Mike McKenzie	CB	
Panthers	Adam Meadows	T	
Patriots	Jeff Burris	CB	
	Otis Smith	CB	
Raiders	Barrett Robbins	C	
	Rod Woodson	FS	
	Tim Brown	WR	Bucs
Rams	Shane Walton	FS	
Ravens	Mike Solowid	C	
Redskins	Jon Jansen	T	
Saints	Sam Gash	FB	
Steelers	Charlie Batch	QB	
Texans	Charles Stuckhouse	FB	
	Don Dugans	WR	
Titans	Peter Simon	OLB	
	Eddie George	HB	Cowboys
Vikings	Eric Kelly	CB	
	Lewis Kelly	G	

GAMEPLAY Q&A

Q: What are the main differences between this game and Madden?



A: The ESPN NFL series has been gradual, becoming more simulation-oriented, so there's less of a difference than there was in the pick-up-and-play days of NFL 2K on the Dreamcast. ESPN has more of an "assistance" factor when it comes to the passing game than Madden does. More often than

not, computer-controlled players in ESPN will automatically attempt to catch or intercept a ball thrown in their general direction, which makes the game feel a bit more "automatic" and slightly arcade-like. In Madden, you must hold down the Sprint button to gain speed, whereas in ESPN you'll need to tap the button repeatedly for a speed burst. The overall game speed of ESPN seems slightly faster, and your defensesmen have better reaction time and speed compared to Madden. Obviously, there are also different playbooks in each game; Madden seems to have better strategic plays, including Squib Kickst.



Q: Whenever I try to use linebacker adjustments before the snap, I can't get them to spy the quarterback. Is there something wrong with my game, or does the QB Spy feature not work?



A: You can only assign a linebacker to spy the quarterback on the fly if you're playing zone defense, and it won't work if you're blitzing or double-teaming. Also note that the player who is spying the QB may break off his assignment and return to zone coverage if an eligible receiver enters the territory that he was originally assigned to defend.

Free Agent Signings

Team	Player	Position
49ers	Christian Ferrara	DT
Browns	Eric Westmoreland	LB
	Jamal Reynolds	DE
Bucs	Bill Schroeder	WR
Chiefs	Jens McIntyre	WR
Dolphins	Antonio Freeman	WR
Eagles	Jeremiah Trotter	LB
Giants	Joe Dean Davenport	TE
Jets	Mikhael Ricks	TE
Packers	Tyone Rogers	LB
Patriots	Kurt Kittner	QB
Saints	Colby Beckwith	LB
Titans	Antwan Smith	RB

Q: I don't have time to do all of that administrative stuff in Franchise mode; I just want to play the 2004 season. Is there a Season mode in this game?



A: Sure. You're still going to have to go into Franchise Mode, but you can just turn off the "Weekly Preparation" options and set all of the drafting, signing and depth chart options to "Assistant Coach" so you don't have to deal with them. The 2004 season will be ready for immediate play. Note: The preseason

schedule is randomly generated, but the regular season schedule mirrors the real-life NFL match-ups.

OPTIONSQ&A continued

Q: Exactly what kind of information is stored in my VIP profile? Can I play a game against my own VIP?



A: Check out the VIP Viewer option to see a complete breakdown of your playcalling tendencies, the special moves you use most often and even the type of tackles you use. The VIP also keeps track of performance results, like yardage earned/allowed

and your third- and fourth-down conversion percentages. For example, let's say you typically convert 75% of your third-down attempts; when someone plays against a computer-controlled team with your VIP profile, that team should also have converted about 75% of its third-down attempts by the end of the game. You can "play against yourself" by choosing "VIP Coaches" from the Coach Matchup screen after selecting your team and choosing your own VIP Profile.

Q: I own both a PS2 and an Xbox. Which version should I buy? Are they both the same?

A: In terms of features, the only major difference is that the Xbox version shows video clips of highlights in the halftime and post-game recaps (compared to still photos in the PS2 version); you can also view replays after a game. Fortunately, these features will also become available on the PS2 if you have the internal Hard Disc Drive.



ONLINEQ&A

Q: Got any tips for online players?

A: There are certain techniques that work in offline games that won't work online, and vice versa. The biggest adjustments you'll have to make are in your passing game; it often takes a split-second longer for your receiver to get to his "spot" on a passing route. As a ballcarrier, mastering the juke move is crucial because of the slight reaction time involved. If you can learn to telegraph a juke by tweaking



the right analog stick a split-second before you would normally do so in an offline game, you'll find that an oncoming defender is more likely to be fooled; by the time the game reacts to his "take," you're already

heading in a different direction. Playing safe and taking less chances is the way to succeed in online play. You will also notice that there are a lot of online competitors who don't play fair, i.e. trying to go for two-point conversions after every touchdown and attempting an onside kick at every opportunity. Beating a cheater just makes winning sweeter!

Q: I've had the game for a month, and there are still no roster updates online! When will they be available?

A: The first online roster update should have appeared around September 7 for the start of the NFL season. Visual Concepts plans to make additional roster updates available for download on the following Tuesdays:

- October 12 (Week 5)
- November 9 (Week 9)
- December 7 (Week 13)
- January 3 (Week 17)
- February 1 (Pre-Super Bowl)

CRIBQ&A



Q: The instruction manual says that I'm supposed to get a "nifty surprise" for beating all of the celebrities, but I beat them all and got nothing. What gives?

A: As far as we can tell, there's no reward for beating all of the celebrities. We think the "nifty surprise" might be the ability to play each of them again at any time instead of sitting around

and waiting for them to call you.

Q: What's the fastest way to earn Crib Credits?

A: The easiest and fastest way to earn Crib Credits is to play and win games against the computer opponent, especially while scoring lots of defensive touchdowns. Fumbles and interceptions returned for scores are worth almost as many points as some Career Milestones! If you use the "Player Create" and "Team Create" options to create a fantasy team of seven-foot superstars with a rating of 99 in every statistical category, you'll have an easier time achieving milestones at the All Pro or Legend difficulty settings, where the Crib Credits are multiplied.



Q: The "Menu Milestones" in the User Card have cryptic names; I don't understand what I'm supposed to do to get some of them.

A: The Menu Milestones give you easy Crib Credits just for checking out various features and options in the game. Here's how to clear each milestone, in plain English:

- "ESPN, the worldwide leader in sports"—Watch the ESPN VIDEOGAMES movie
- "Manual? There's a Manual?"—Enter the Game Manual
- "Check your References"—Enter the Reference Guide
- "Party in the endzone! Let's dance!"—Enter the Celebrations menu
- "Setup the Music for your house!"—Enter the Stadium Music Manager
- "Nothing like a good Scrimmage!"—Enter Scrimmage mode
- "Looks like we got a Situation on our hands!"—Enter Situation mode
- "Become a Franchise player!"—Enter Franchise mode
- "Will history repeat itself?"—Enter an ESPN 25th Anniversary scenario
- "Players, made to order!"—Create a player
- "Team up and play!"—Create a team
- "Get the full First Person experience!"—Play an entire game in First Person Football mode
- "Toe to toe with a Celebrity!"—Play a Celebrity game
- "The Tutorials are your friend!"—Complete all the Tutorials
- "A Quarter Century of greatness!"—Complete all the ESPN 25th Anniversary scenarios
- "Blast the Bracket!"—Win a Tournament
- "Play like a Pro!"—Win a game at Pro difficulty
- "All Pro, no problem!"—Win a game at All Pro difficulty
- "Better than the Legends?"—Win a game at Legend difficulty

Q: How do I unlock the catalogs?

A: The catalogs are unlocked by accomplishing milestones; check the User Card and Milestone info options in the Crib to see how many you have and what's left for you to achieve. You will earn the opportunity to unlock a new catalog at the following intervals:



1st catalog	Unlocked by default	6th catalog	90 milestones
2nd catalog	25 milestones	7th catalog	105 milestones
3rd catalog	45 milestones	8th catalog	115 milestones
4th catalog	60 milestones	9th catalog	130 milestones
5th catalog	75 milestones	Last catalog	140 milestones

Note that you don't unlock the catalogs in a specific order; instead, you earn the choice to unlock one of several different catalogs at each of the above intervals. The Endzone catalog is always the last one to appear.

CRIBQ&A continued

Q: What's available in each catalog?

A: Here's a complete list of all the available items in each catalog:

Kickoff Catalog

Item	Cost
Team Parking Sign A	50
Ruby Red Rug	60
Wooden Wall Clock	70
Purple Bar Lights	100
Simple End Table	100
Team Bar Lights	110
Simple Coffee Table	140
Bamberger Sofa	200

Item	Cost
Lowback Sofa	210
Team Logo Poster	240
Player Poster A	250
Player Poster B	250
Player Poster C	250
Team Sofa	270
Bamberger Chair	300
Lowback Chair	310
Chris Berman Poster	400
Champ Bailey Bobblehead	550
Dante Hall Bobblehead	550

Item	Cost
Charles Woodson Bobblehead	550
Ladanian Tomlinson Bobblehead	550
Soundtrack: Accelyone	1,400
Movie: ESPN NFL Football Intro	1,500
Free Agent: Chris Berman	1,700
Movie: "Coffee Filters"	1,900
Chris Berman's Team	2,200
Celebration: The Bulls-eye	3,000
Movie: Chris Berman Interview	3,000
Always Fumble Cheat	3,500
Trivia Machine	8,500

Gridiron Collection Catalog

Item	Cost
Classic Rug	60
Garden Rug	60
Classic Coffee Table	110
Classic Ceiling Fan	120
Classic Credenza	130
Classic Bar Stools	150
Classic Coffee Table	150
Team Pennant A	170

Item	Cost
Team Pennant B	170
Team Pennant C	170
Team Banner B	200
Team Banner C	200
Papasani Sofa	220
Team Banner A	300
Papasani Sofa Chair	320
Sporty Recliner	400
XLRRR Cover Poster 1	420
XLRRR Cover Poster 2	420
XLRRR Cover Poster 3	420
XLRRR Cover Poster 4	420

Item	Cost
Basic Theater Seating	420
Angus Boldin Bobblehead	550
Tony Holt Bobblehead	550
Julian Peterson Bobblehead	550
Shaun Alexander Bobblehead	550
Basic Color Television	700
Soundtrack: Concept	1,400
Movie: "DVD is Fine"	1,900
Celebration: To The Bank	3,000
Never Drop Cheat	3,500
Aloha Stadium	4,300
LED Ticker	7,500

NFL @ Home Catalog

Item	Cost
Street Sign	40
Interstate Sign	50
Team Parking Sign B	50
Contemporary Rug	60
Country Rug	60
Contemporary Wall Clock	70
Country Wall Clock	70
Island Bar Lights	100

Item	Cost
Contemporary End Table	120
Contemporary Ceiling Fan	130
Contemporary Console Table	130
Contemporary Credenza	140
Lighted Bar Sign	150
Contemporary Coffee Table	160
Cube Ottoman	250
Justice Sofa	260
Justice Arm Chair	350
Steve-O Poster	450
Demarcus Davis Bobblehead	550
Peyton Manning Bobblehead	550

Item	Cost
Fred Taylor Bobblehead	550
Steve McHarris Bobblehead	550
Soundtrack: J. Boogie	1,400
Movie: NFL2K3 Intro	1,450
Free Agent: Steve-O	1,700
Movie: "Perfect Vase"	1,900
Steve-O's Team	2,200
Celebration: The Lazy Patch	3,000
Movie: Steve-O Interview	3,000
Unlimited Charge Cheat	3,500
ESPN Stadium	4,300
Dart Machine	11,000

Turf and Dome Catalog

Item	Cost
Streak Rug	60
Animal Print Rug	70
Streak Wall Clock	70
Green Bar Lights	100
Corporate End Table	130
Traditional Ceiling Fan	140
Corporate Credenza	150
Team Photo A	150

Item	Cost
Team Photo B	150
Team Photo C	150
Team Photo D	150
Corporate Coffee Table	170
Thomdale Sofa	280
Thomdale Arm Chair	380
Suzi Kolber Poster	400
Lounge Recliner	410
Deluxe Theater Seating	440
Michael Vick Bobblehead	550
Stephen Davis Bobblehead	550
Deuce McAllister Bobblehead	550

Item	Cost
Derrick Brooks Bobblehead	550
Soundtrack: Outtakes #1	1,200
Soundtrack: Outtakes #2	1,200
Soundtrack: Outtakes #3	1,200
Widescreen Projection TV	1,600
Movie: NFL 2K2 Intro	1,450
Movie: "Rally Monkey"	1,500
Team Electric Guitar	2,000
Suzi Kolber's Team	2,200
Celebration: Let's Get Rolling	3,000
Power Pocket Cheat	3,500
Super Bowl 2005 Stadium	4,300

Ultimate Fan Gear Catalog

Item	Cost
Men's Green Rug	60
Hemp Rug	70
Punky Wall Clock	70
Office Bar Lights	100
Maple Console Table	140
Maple End Table	140
Maple Credenza	160
Maple Coffee Table	180

Item	Cost
Rectangle Ottoman	250
NFL 2K2 Poster	260
NFL 2K3 Poster	260
ESPN NFL Football Poster	260
ESPN NFL 2K5 Poster	260
Zodyko Sofa	290
Zodyko Arm Chair	400
Jamie Kennedy Poster	450
Team Game Ball C	500
Team Game Ball D	500
Team Game Ball A	550

Item	Cost
Team Game Ball B	550
Soundtrack: PA Hits Electronics	1,300
Movie: NFL 2K1 Intro	1,450
Free Agent: Jamie Kennedy	1,700
Movie: "Recycle"	1,900
Jamie Kennedy's Team	2,100
Celebration: Kamu Nawaro	3,000
Movie: Jamie Kennedy Interview	3,000
Powerful Kicking Cheat	3,500
Super Bowl 2006 Stadium	4,100
Paper Football Table	10,500



Tailgater Catalog

Item	Cost
Team Frosted Mug	50
Eastern Rug	70
Modern Wall Clock	70
Marine Wall Clock	70
Team Helmet Mug	80
Team Mug	90
Industrial Bar Lights	100
Team Helmet Lamp	100

Item	Cost
Modern End Table	150
Backless Swivel Bar Stools	180
Modern Coffee Table	190
Twong Sofa	200
Trey Wingo Poster	400
Twong Recliner	420
Mini Helmet	450
Stylish Theater Seating	460
Ray Lewis Bobblehead	550
Chad Johnson Bobblehead	550
Jeff Garcia Bobblehead	550
Hines Ward Bobblehead	550

Item	Cost
Wall Mounted Waterfall	650
Full Size Helmet	900
Soundtrack: PA Hits Hip Hop	1,300
Movie: NFL 2K Intro	1,450
Fish Tank	1,500
Free Agent: Trey Wingo	1,700
Movie: "Second Wind"	1,960
Trey Wingo's Team	2,250
HD-Ready Projection TV	2,500
Celebration: The Robot 2.0	3,000
Fourth Down Only Cheat	3,500
Super Bowl 2007 Stadium	4,300



4th and Goal Catalog

Item	Cost
Modern Rug	60
Sunburst Rug	60
Team Wall Clock	80
Cherry Wood End Table	160
Cherry Wood Bar Stools	190
Cherry Wood Coffee Table	200
Slim Rectangle Ottoman	250
Choudhri Sofa	340

Item	Cost
Choudhri Recliner	430
David Arquette Poster	450
Brian Urlacher Bobblehead	550
Charles Rogers Bobblehead	550
Brett Favre Bobblehead	550
Randy Moss Bobblehead	550
Framed Jersey Home Set 1	750
Framed Jersey Home Set 2	750
Framed Jersey Home Set 3	750
Leather Punching Bag	750
Framed Jersey Alternates	770
Framed Jersey Throwbacks	800

Item	Cost
Framed Jersey Rookies	850
Framed Jersey AFC Pro Bowl	950
Framed Jersey NFC Pro Bowl	950
Soundtrack: PA Hits Rock	1,300
Free Agent: David Arquette	1,700
Movie: "Arm Sock"	1,900
David Arquette's Team	2,200
Celebration: The Sprinkler	3,000
Movie: David Arquette Interview	3,000
HD-Ready Flat Panel LCD TV	4,000
Super Bowl 2006 Stadium	4,300
Mini Mode Cheat	4,350



Top Fan Catalog

Item	Cost
Nissan Rug	60
Nissan Rug	60
Royal Rug	70
Team Rug B	80
Team Helmet Wall Clock	80
Team Baseball Cap	150
Team Achievement Plaque	160
Tubular End Table	170

Item	Cost
Tintinium End Table	170
Player Standlee A	210
Player Standlee B	210
Player Standlee C	210
Player Standlee D	210
Player Painting A	260
Player Painting B	260
Narvino Sofa	350
Cherry Accent Chair	370
Mal Kiper Poster	400
Narvino Recliner	460
Luxurious Theater Setting	480

Item	Cost
Soda Machine	750
Gumball Machine	1,000
Popcorn Machine	1,200
Soundtrack: PA Hits Select	1,300
Free Agent: Mal Kiper	1,700
Movie: "SuperStition"	1,900
Mal Kiper's Team	2,200
Celebration: The Hermian	3,600
Super Bowl Future Stadium	4,300
Big Head Mode Cheat	4,500
Plasma HDTV	6,000



Modern Crib Catalog

Item	Cost
Team Glass	50
Team License Plate	50
Indian Rug	60
Team Rug A	80
Foam Finger	100
Decor Fan	150
Marble Console Table	150
Team End Table	150

Item	Cost
Team Bar Stools	170
Marble End Table	180
Wood/Metal Combo Bar Stools	200
Marble Coffee Table	210
Team Ottoman	250
Chandhira Leather Sofa	450
Chandhira Flex Poster	450
Chandhira Recliner	490
Takao Spikes Bobblehead	550
Ricky Williams Bobblehead	550
Tom Brady Bobblehead	550

Item	Cost
Chad Pennington Bobblehead	550
Soundtrack: The Danger	1,300
Soundtrack: People Under the Stairs	1,400
Free Agent: Funkmaster Flex	1,700
Movie: "Protecting the Trophy"	1,900
Funkmaster Flex's Team	2,200
Celebration: The Typewriter	3,000
Movie: Funkmaster Flex Interview	3,000
Special Edition Chopper	4,000
Ultior Super Bowl Stadium	4,300
Movie Theater	10,000



The Endzone Catalog

Item	Cost
Amique Wall Clock	70
Elegant Console Table	160
Elegant Credenza	170
Elegant End Table	190
Elegant Bar Stools	210
Elegant Coffee Table	220
ESPN NBA Basketball Poster	260
ESPN College Hoops Poster	260

Item	Cost
ESPN NHL Hockey Poster	260
ESPN MLB Poster	260
ESPN NBA 2K5 Poster	260
ESPN College Hoops 2K5 Poster	260
ESPN NHL Hockey 2K5 Poster	260
ESPN MLB 2K5 Poster	260
Team Recliner	480
Boenisch Leather Sofa	500
High Tech Theater Setting	500
Boenisch Leather Recliner	520
Roy Williams Bobblehead	550
Michael Strahan Bobblehead	550

Item	Cost
Danovan McInnis Bobblehead	550
LaVar Arrington Bobblehead	550
Carmen Electra Poster	950
Soundtrack: Raw Intel/RIC	1,400
Soundtrack: Recliner	1,400
Movie: "Weird"	1,900
Carmen Electra's Team	2,200
Celebration: The Wap	3,600
Visual Concepts Dome	4,300
Movie: Carmen Electra Interview	5,400
Air Hockey Table	12,000

If you're a real bum and you want to unlock everything in the Crib without putting in the effort, here are some cheat codes you can use. Choose "Rookies" from the main menu, then select "VIP" and access the "Manage" option. Choose your profile (or select a new profile if you don't want to screw up your normal save), then select "Edit Name" and enter any of the following codes as your name (note the capital and lowercase letters).

PhatBank—1,000,000 Crib Credits
MacSkidz—All exclusive complete retail catalogs unlocked
ChrisMax—All Crib items purchased
The effects of each code will remain in place if you edit the name again; you can even restore your original profile name after entering all these codes, you dirty, despicable cheater.

I've always had a soft spot in my heart for Mega Man, so when I was asked to play Command Mission and write a strategy guide for it, I jumped at the chance. If you care at all about Mega Man games or role-playing games, you'll be delighted to learn that this title gives you the best of both. I've crammed as much useful info as I could into this strategy guide...hey, we aren't called "the #1 Video-Game Tips Magazine" for nothing!

MEGAMAN X COMMAND MISSION

by Geoff Arnold



ITEM COLLECTING



There are tons of items to find and collect in Command Mission, and some of them can only be found after certain prerequisites have been met (like finding keys or returning to a stage later on in the game). Some items that you pick up may be very rare, and only one or two of these items may exist in the game, so double-check everything before you sell any of your stuff. Command Mission features a unique item-tracking system, where you will be able to track how many items you've collected from a level and how many you missed. Once you unlock the Sky Room, you'll be able to check this information. If you want to know how far along you are in collecting items, check the Sky Room computer terminal for the "Item Acquisition %" screen under the "View Data" option. If you pick up an item while in a stage and you already have the maximum number of these items in your inventory, this item will NOT count as being collected according to the data system. You will have to find a way to drop the item from your inventory first and collect it again for it to count.

This includes Sub Tank energy! Don't fret if you miss some items along the way, just mosey on over to the Air City Shopping Arcade and talk to one of the vendors. She will teleport you to any of the stages you have cleared thus far and allow you to look for any items you may have missed.

While you're walking around, check your map from time to time. Any item that you have not collected will appear as a blue dot on your map, making it easier to see. Some items are well-hidden, so check side tunnels and rooms, and look in unexpected places such as behind computers or enemies.

There are several sets of figures that can only be purchased through the vending machines in Air City. Look for these vending machines near the Shopping Arcade and 3rd Street areas. Each figure costs two Figure Tokens, so be sure to pick these up from the field when you see them. If you're playing the GameCube version, you can use the Treasure Radar to locate any Treasure Tokens that can also be used to purchase figures. Look for the figures to be displayed as the collection case in the Sky Room after you buy them.

ITEM/BOSS WALKTHROUGH

I had written a complete walkthrough of the game, but I had to cut it down to the bare essentials just to get it to fit into nine pages! So while the remaining text won't take you by the hand through every area, I will be telling you where to find all of the items and how to beat the bosses.

Chapter 1: Infiltrate Giga City—Lagrano Ruins

1F East

Grab the 50Z and the Build LE from the item boxes in the hallway.

Area 2F East

Check the second room on the right for an Anti-lock, and the end room for some Zenry.

Area 3F East

Check the second room on the right to pick up a Melt Missile. Collect the X's Heart and LE +100 Force Metals after defeating the Rebelion's Guard outside of this room.

East Area Stairs, 3F to 4F

TIP: XP-Earning—This area is a good place to get experience points. If you're trying to level up, Rebelion's Guards infest the halls here, and they give you a large amount of XP (20 per unit) while being relatively easy to defeat.

Area 4F East

Down the hallway to the left, collect the Backup and Build Shield items.

Test Hall 1

BOSS: Hippopresser—Your biggest concern in the battle with Hippopresser should be the Shark Missile that the creature carries on its back. Attack the missile first; it can easily do 500 points of damage to both X and Zero. Once you have destroyed the missile, concentrate your attacks on Hippopresser. After sustaining some damage, Hippopresser's head will explode, revealing a deadly HippoParticle cannon. When this happens, be on your guard: a combination of the HippoParticle cannon and a Shark Missile can disable either character. Watch your LE numbers carefully, and if



they get too low, quickly use one of your Sub Tanks to heal yourself. Continue alternating attacks between the Shark Missile and Hippopresser to defeat the robot.

After the battle, collect the Guard Buster and Fire Missile, then grab the Speed +1 and Power +1 Force Metals from the room.

Area 4F West

Grab the Tank Parts and 80 Zenry from the item box in the hallway.



Area 5F West

Get the Vaccine Program and Reboot items from the item boxes before taking the door outside.

Chapter 2: Recapture Central Tower—Central Tower



Shaft 999F

TIP: Zenry-Earning—After leaving the building and entering the hallway outside, you can encounter crea-

tures called "Zenry-Droppers." Although difficult to hit, Zenry-Droppers give you 200 Zenry per creature. If you fail to destroy them in the first round, they will double the amount of Zenry they drop, and if you fail to kill them in the second round they will double that amount again. Zenry-Droppers are difficult to hit and will run away after the third round, so you might want to bring some Megafires

along with you for the occasion. After going up the ramp, collect the Clear Vision from the item box and make your way into the next hallway where you can find the Vaccine Program and the Build Power items.

Access Tunnel E-1

Grab the Gain Hyper and Sub Tank energy power-up from the hallway.

Chapter 2: Recapture Central Tower—Central Tower

Air City 3rd Street

You'll find a Figure Vending Machine here, but you can't use it yet.

Air City North Square

BOSS: Spider—Use normal attacks on Spider until he uses his Counter Card attack, then switch to Hyper Mode and attack his card shield. While in Hyper



Mode, X's powers totally negate the effects of the Counter Card shield, so you can hit Spider without fear of being counter-attacked. After a few hits, Spider will take his card deck and leave, vowing to finish the fight at a later time.

Access Tunnel E-1

Collect the Power Charge, 100 Zenry and Sub Tank energy from the hallway.

Air City Gate

In the room past the construction replot, a replot named Aile will give you an access ID which will allow you to enter and exit the Governor's Precinct.

Tower Base Access Tunnel

Collect the Gain Hyper and Megafire items from the next section, and look for 100 Zenry and Sub Tank energy in the following area.

Equipment Maintenance B

Look for the Build Armor and Build Speed items here.

Equipment Maintenance A

Take the left door after the save device to a small room with 100 Zenry.

Base Security Station

After rescuing the three replot soldiers, you will be given a Security Card which will allow you to enter the area where Chief R. is being held.

Check the surrounding rooms for an Ultrafire and 200 Zenry.



Data Backup Room, Hall A

Head through the door on the left and follow the path around to the left to retrieve the Eagle Eye Force Metal.

Command Center Staff Room

If you have time, collect the Tank Parts from the storage room here.

Large Hellport Access Tunnel

Collect the Backup and the Sub Tank energy from this small corridor.

BOSS: Wild Jango—Jango is vulnerable to

fire damage attacks, so you should start by having X transform into X Fire Hyper Mode. Lead with X's attacks and pound Jango with Power Charged

normal attacks and high-energy Charged Shots. Use Spider as your support/healing character in this battle, since most of his attacks won't do much damage. If you have any Megafires or Ultrafires, have Spider use these between heals or random attacks. Jango has a few nasty attacks which do decent damage and can poison you, but the one to watch out for is his Ultrathunder attack; it can hit both characters for upwards of 350 damage. Continue hitting Jango with X's fire attacks and healing/attacking with Spider to defeat him.



Chapter 3: The Paper Hero—Tianna Camp

POW Camp Central Gate

From this room, you have a direct link with New Hope and can return there at any time. The Base Gateway Air Bus Station is now open,

providing a direct route to Air City South Square. Once in South Square, you will be able to take the right door, which leads to some Figure Tokens, a Figure Vending Machine and weapons, items and Force Metal dealers in the Air City Shopping Arcade.

Security Replot Patrol Area

Avoid the security replots and you'll be able to find two Figure Tokens, 300 Zenry and Decoy Force Metal. In the next area, take the left door first to pick up a Thunder Missile.

Prisoner Admission Division

Follow the hallway around to the right to grab the Boost Armor.



Collect the Figure Token from the item box at the end of the hallway. After using the computer to unlock the doors in the previous sections, look for two rooms in the nearby hallways that contain Build Speed and Megathunder items.



West Prison

Inside the prison is a Reboot, a Waterguard Force Metal and a Jack of Hearts weapon for Spider.

East Prison

After freeing the prisoners, check the left room for a replot who will give you the Prison ID, which can be used at the Main Gate room to unlock the far door. Check the last room on the right for a Figure Token before leaving.

Maze Area 1

After the cutscene with Silver Horn, continue down the hall and pick up the Zenry from the item box, then take the right path when you reach the intersection. Snag the Build Armor and Build Shield items from the small room there.

Maze Area 2

Look for a storage room with Warm Up, Boost Power and Boost Shield items. Also check your map for a single unexplored room on the opposite side of the Maze Area; you can pick up a Tomahawk Missile here.

Dark Room

TIP: Floor Puzzle—The series of rooms after the save device can only be unlocked by floor panels; you will need to step on them in the following order to unlock the doors:

Room 1: Blue, Red (leads to Security Panel Area)

Security Panel Area

Room 2: Blue, Red, Yellow

Room 2 Locked Door: Yellow, Red, Blue (contains Build LE, Build Power, Build Armor, Build Shield and Build Speed items)

Room 3: Yellow, Blue, Red

Room 3 Item Box: Blue, Yellow, Red (contains Tank Parts)

Room 3 Locked Door: Red, Yellow, Blue (contains four Figure Tokens and 1,000 Zenry)

Room 4: Yellow, Red, Green, Blue

Room 4 Item Box: Green, Blue, Red, Yellow (contains Queen of Diamonds weapon)



Aqua Coliseum Entrance

Grab the Sub Tank and Gain Hyper items, then head through the door in front of you to meet Silver Horn.

BOSS: Silver Horn—Be sure to equip any

Waterguard Force Metals that you have; this will decrease the damage from Silver Horn's attacks. Bring as many Thunder Missiles as possible and equip X with the Thunder Buster Weapon, since Silver Horn takes extra damage from Thunder-based attacks. At the start, pound away from your missiles and normal attacks. If possible, get your WE up to 100% with X and use the Charge Collider attack for massive damage. Have one of your characters ready to heal the team at any time, especially after Silver Horn's big-damage Ultrablizzard and Tidal Wave attacks. When Silver Horn uses his "Liquid Cooling" defense modifier, switch each character to Hyper Mode and use their most powerful attacks to break down his defense.



TIP: Treasure Radar—If you're playing the

GameCube version and you talk to Nana at this point, she will tell you about the Treasure Radar, which allows you to find hidden items on the screen of a Game Boy Advance you've connected. It's particularly useful for finding the extra Treasure Tokens littered throughout each stage.



Chapter 4: Gaudile Laboratory—Gaudile Laboratory

East Deck High Speed Lift Area



Go to the first room on your left to collect two Figure Tokens, then retreat to the previous area and head straight. Grab the Cooler,

Vaccine Program and Cure One items from the next room.

East Deck Residential Division 102



Collect the Sub Tank energy, 600 Zenny, Protect +1 Force Metal and Tank Parts from this room, and activate the Big Monkey in the room to send it to the Deployment Center.

East Deck Residential Division 101

Collect five Figure Tokens from this area.



East Deck Main Route
After the floor sensors and cuscene, collect the Build LE, Build WE and LE +100 items from the next room.

Observation Deck Area

Take a right when the hallway splits and follow the path to reach a room with two Figure Tokens and the Queen of Hearts weapon.



Laboratory Approach
Look for a room containing 1,000 Zenny and a Cure All.

Counter-Biohazard Sample Storage

Collect the Build Armor, Gain WE +5 and Build Speed items from one hallway, then look for two Figure Tokens in another hallway down the path.

Eternal Forest

There are two paths through the forest: the left path is very difficult, while the right path is easier. You will probably not be able to complete the left path at this time; come back to it later when you're stronger.

Rare Item Storage Room

A helpful reploid in the first room will give you some Sub Tank energy, as well as access to anything you want in the room. Unfortunately, the reward isn't that great, so you'll have to come back later to earn the good stuff.

West Deck Main Route

Head down the long sloping hallway to reach the next rooms; talk to Marino here and she will join your party.



In the next room you will locate a Melt-tank, which you can send back to the Deployment Center. Also be sure to snag the Sub Tank en-

ergy, Reboot and Cure One items here.

Great Tree Stump Hall Approach

Pick up the Gain Hyper and Sub Tank energy in the next hallway and continue along the path to meet Psyche.

BOSS: Dr. Psyche—Before the battle, equip



one or more of your characters with the Eagle Eye Force Metal and equip Marino with a Power Charge weapon. At the start, Psyche will summon a trio of flying Needle drones, use Marino's Hawkeye special and the Eagle Eye-equipped characters to take them out before you are affected by their state-altering projectiles. After his Needles have been destroyed, attack Psyche in full force. After landing a few blows, Psyche will summon another set of Needle drones. Again, focus on the drones and defeat them first. Avoid using any of your items or donning any Hyper Armor during this battle; you'll need them in the near future.

BOSS: Mad Nautilus—After Psyche has



been defeated, he will transform into Mad Nautilus. As the battle starts, immediately use any offense/defense boosting

items that you have, and simultaneously heal your team members if you need to. Do not attack just yet; any attack you throw out will result in a free counterattack by the giant creature. Stay idle and use the Defend command instead to greatly reduce the damage you will take in the first few rounds. After a few attacks, you'll see Nautilus begin to store energy (look for the "Infusing Mad Energy, Commence Core Healing" message). When



this happens, Mad Nautilus will attack your team, after which he will become vulnerable. Immediately

jump in at this point with your most powerful attacks. Have X go into Hyper Mode and use his Charge

Collider, use Marino's Power charge and Hawkeye weapons before attacking to do big damage, and have Spider or Massimo bring up the rear with their most powerful attacks. After you get a few hits in, Nautilus will close his bulkheads and return to his normal state; when this happens, resume the pattern of healing your characters and defending. Note that Megablizzard, Megafire and Megathunder items can be used at any time; they will inflict a guaranteed 500 points of damage and Nautilus will not be able to counterattack.



Chapter 5: Maverick Hunters Join Forces—Ulat Factory

Smelting Surface 1



Grab the Figure Token and Fire Guard from the room and head through the door on your right, collecting the Figure

Token, Build LE and Ultrablizzard items from this room. Go through the door on the left to reach a small hallway leading to a large circular room. Pick up the 300 FME and 1,000 Zenny items, then activate the nearby Rush Loader to send it to the Deployment Center.

Smelting Surface 2

Get the Figure Token and Tank Parts from the second room and take the door to the right; you'll find a Figure Token, 800 Zenny, Build WE and Sub Tank energy here.



Smelting Surface 3

Grab the Build Speed from the item box on the far side of the next room. Snag the Boost Speed and Sub Tank energy from the room and go through the left door (near the Boost Speed item box) after Asl



joins your team. Collect the Aero Buster from the item box in the next room, as well as the Mini-Battery from the far item box.

Parts Intake Line



This room contains a group of conveyor belts linked together through metal platforms. Ride the conveyor belts around the room to col-

lect 1,000 Zenny, WE +5, Sub Tank energy and a Gain Hyper.

Parts Delivery Line

Ride the conveyor belts around to collect eight Figure Tokens.



Freight Lift 1

Locate the Killer Mantis nearby and send it back to the Deployment Center.

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Chapter 5: Maverick Hunters Join Forces—Ulia Factory

Computer Room

Pick up the Hunter Missile, Build Armor and Build Shield items here.

Assembly Line Monitor Room

Look for the Backup and Build Power items here.

Computer Room Corridor

Collect the Gain Hyper and Sub Tank energy from this small corridor and prepare for the fight with Jentia.

BOSS: Mach Jentia—Before the battle begins, equip your characters with Fire Guard Force Metals, since Jentia's attacks and those of his entourage are primarily fire-based. Also equip X with his Ice Buster and any other characters with Ice Missiles if you have them. Jentia begins the battle with two



Preon soldiers. To defeat Jentia quickly, begin by using normal attacks against the Preons, and power up your WE to 100% for your two most powerful characters. As soon as they reach 100% WE, stack their attacks right behind one another by having one of the characters choose "Defend" for one or two rounds. When their attacks are stacked, have X switch to Hyper Mode and attack Jentia with your Charge Collider. When hit by a powerful attack, Jentia will be

temporarily grounded, so have your second character enter Hyper Mode immediately to attack Jentia before he rises again. At their next turn, have each character revert to normal mode and recharge their WE back to 100%, then repeat. If you destroy the Preons at any time, Jentia may summon more into battle, so be prepared. While X and your second character fight Jentia, have the third character focus on hitting the Preons and healing your team. Jentia is vulnerable to ice damage, so ice-based attack items (Megabizzard, UltraBizzard) also work well.



Chapter 6: The Meaning of Friendship—Lagrano Ruins

Level 1 Shaft Entrance

Follow the path down through the corridors to reach a room with Ultrafire, UltraBizzard and UltraThunder items.

Level 2 Main Tunnel

Travel down the tunnel into the next main room. Collect the DDA Protection Force Metal, an Anti-Lock and 1,200 Zenry here, then go through the door on your left to find two Figure Tokens.

L2 Southwest Division

Defeat the Rush Loaders, retrieve the Booster Parts and equip them, then return to the previous room and dash through the boulders to collect the Mini-Motor.

L2 Southeast Division

Check the two rooms in this small area for a Figure Token and the Ace of Spades weapon for Spider.

L2 Northeast Division

Follow the tunnel down to the right and enter the far room. Snag an 800 FME here and go back to the previous room, then take the door on the opposite side of the cavern. Take the left door first and use the Mini-Battery that you picked up in the last stage to reactivate the Mega Mantor. Grab the Build LE item from the box in the room, then retreat to the previous hallway and take the opposite door to collect some Tank Parts.

L2 Northwest Division

Enter the first room on your right to grab a Figure Token, then hit the room on your left for another. Head through the door on the far side of the cavern to locate a Bat Bone (which you can send back to the Deployment Center) and another Figure Token.

Level 3 Main Tunnel

Pick up the Sub Tank energy from the item box in the hallway.

BOSS: Shadow—Don't let Shadow shoot

you with a blast from his charged Pulverizer Cannon! Use your most powerful normal attacks to make him lose his concentration and stop charging the weapon.

BOSS: Shadow (Round 2)—In the second

battle with Shadow, some of his normal attacks can do over 1000 LE damage to one character! Use two characters as your main attackers and a third (preferably Cinnamon; her Angelic Aide Action special can heal your entire party) to heal your team or use status-reducing items on Shadow. Use the same strategy as you did against Jentia to win. After a couple of X's Charge Collider attacks, Shadow should just about be done. Use Zero as your backup fighter and attack with his Zero Breakthrough Action special to score big damage.

After the battle, take the door leading left, grab the two Figure Tokens and take note of the locked door and the nearby mining robot.



L3 Northwest Division

Follow the room around to the right to collect a Figure Token, then enter the right door. Look for the Degreaser in this room and send it to the Deployment Center, then pick up the Ace of Hearts weapon for Spider. Look for another room with 1,300 Zenry inside on the opposite side of the cavern.

L3 Northeast Division

Head to the room at the far end of the corridor and grab the Force Missile, then return to the room where you fought Shadow.

L3 Main Tunnel

You now have to give the appropriate tool to each of the Mechanoids in order to progress. The Mechanoid in the room with the locked door needs the Blue (Water) Pickaxe, the one in the Northeast Division needs the Green (Air) Pickaxe, one Mechanoid in the Northwest Division needs the Yellow (Electricity) Pickaxe and the other one in this area needs the Red (Fire) Pickaxe. (Note: The Mechanoids in this area will also give you the Electric Components and Trade Sheet items.) Give each Mechanoid its specific pickaxe, then return to the elevator control room in the Main Tunnel area, where a Mechanoid will trade you an Infinite Reel for the Trade Sheet in your possession.

Level 4 Main Tunnel

From the lift, head to the room directly in front of you and collect the Build Shield, Build Armor, Build Speed, Build Power and Build WE items. Take the door to the next hallway and grab the Build Hyper and Sub Tank energy items, then go through the door on your left.

Level 4 Durability Lab

Get the Water Guard, Thunderguard and Fire Guard Force Metals from this room.

BOSS: Incentas—Incentas is able to change

his physical properties at will, allowing him to dish out several types of elemental-based damage. Try to equip damage-reducing Force Metals such as Fire Guard or Thunder Guard. At the start, Incentas will immediately change to his water-based form, which is weak to thunder-based weapons and absorbs all water-based attacks. In the next round he assumes his thunder-based form (which is weak to fire-based attacks), and in the following round he will change to his fire-based form (weak against water- and ice-based attacks). To beat Incentas easily, charge your WE to 100% with X, wait until Incentas transforms into his thunder-based form, then have X switch to Hyper Mode. Use your Charge Collider coupled with another character's most powerful fire-based attacks to do a nice chunk of damage. Heal between rounds and charge your LE back up, hitting with any attack that causes additional damage. Just don't use a weapon with a damage type that he can absorb, as this will only restore some of his LE.

Chapter 7: Block Transmissions!—Vanilla Desert

Quicksand



To find the entrance to the bunker, stand still and look just to the right of the first generator, the entrance appears as a small white light

in the distance. If you get lost, just locate any generator and follow the cables to each subsequent generator until the bunker appears.



In the desert area outside the bunker are six inseparable Mettarsu mecha/robots holding items. Find the edge of the area and do a walkaround of the perimeter. Once you get back to the starting point, find the edge of the wall and zig-zag back and forth across the desert from side-to-side to locate them all. The items include three Figure Tokens, a Mini-Battery, Tank Parts and the Doubletooth weapon for Zero. Also look for a Mega Torsoe that you can send back to the Deployment Center. Once you find that the bunker is locked, locate the generator closest to you and follow the cables out into the desert to trigger a cutscene.

Quicksand South Side



Follow the corridor around to the right to collect a Vacone Program. Look for a red switch on the wall to the left; walk over to it and press the button.

TIP: Zenny Earning—In the Basement of the bunker, you may run into a Gold Blader. Although weak, this enemy can summon Gold and Silver Mettarsus, which can give you large amounts of Zenny. To get the most out of these battles, you must defeat the Mettarsus in only one turn. Hitting them one time and



not killing them will dull their shell, resulting in less Zenny gained from the battle. Projectile weapons like X's and Asl's aren't good for fighting Mettarsus; stick to your melee fighters (Zero, Cinnamon, Marino) and have them attack with weapons that hit multiple times. If you manage to kill the Gold Blader and a set of Gold Mettarsus in one attack each, you can easily earn more than 15,000 Zenny per battle.

Take the next path to your right past the blue door

and follow it to reach a dead end and the blue door switch. Unlock the door using the switch and collect the Build Speed, Build LE, Build Armor and Build Power Items. Collect the Cooler item from the hallway and look for a red switch on the wall; activate the switch and move on.

Make a left down the next dead-end hallway and press the yellow door switch. Down the next dead-end hallway you will see the third and final red door switch; press it and keep heading down the hallway.

Quicksand North Side

Follow the hallway down and collect the Cure All in the corridor. Make a right when the hallway splits to locate a Build Hyper and the final yellow door switch.

Head back through the now-unlocked yellow door and snag the BOO FINE from the room, then make your way back to the previous area.



Move through the door into the next section and take your first left to reach the unlocked room. Pick up the Ball and Chain Hammer from this room, along with 3,800 Zenny. Remember the Einhammer in Ultaf that you couldn't reactivate? Return to the Smelting Surface 2 area and you will now be able to recover it and send it to the Deployment Center.

Quicksand Central Passageway

To leave the facility, take the path directly behind you to reach the Signal Jammer Laser Energy Control Room (there is some Sub Tank energy and a Build Hyper item near this room) and the exit. Otherwise, take the left path first.

Northwest Signal Jammer Laser Energy Control Room

Grab the two Figure Tokens from the item boxes and activate the far left laser coupler so that the laser hits the plate on the wall.

Quicksand Central Passageway

Head back to the lift room and take the lift up to Floor 2f.

Signal Jammer Laser Energy Generator

There are three paths to take on this floor; take the left path first.



Grab the Figure Token from the item box near the locked door, then follow the path to reach the control room. Use the nearby com-

puter terminal to disable the jammer in the north block. Leave the room through the door on the right and collect the two Figure Tokens from the hallway. Follow the corridor down to the right to reach the lift room, then take the right door leading into the last hallway.

Grab the Figure Token from this hallway, then retreat to the lift room and take the lift back down to Floor 1f.

Quicksand Central Passageway

There are now three rooms for you to explore (southeast, southwest and northeast).

Southwest Signal Jammer Laser Energy Control Room

Grab the Sub Tank energy from the room and send the Paradox back to the Deployment Center, then angle the lasers so the beam hits the plate on the wall.

Northeast Signal Jammer Laser Energy Control Room

Snatch up two more Figure Tokens in the room and again, adjust the laser beam to hit the plate on the wall.

Southeast Signal Jammer Laser Energy Control Room

Collect the Cyber Liquid from the item box in the room (you can use it to reactivate the Liquid Glob in the Quicksand South Side area behind the blue door), and adjust the laser beam to hit the plate on the wall. Head back to the lift area and take the lift back up to floor 2f.

Signal Jammer Laser Energy Generator

In the southwest room, use the computer terminal to disable the jammer in the 4f-West area.

In the northeast room, use the terminal to disable the jammer in the 1f-East area. In the southwest room, use the terminal to disable the jammer in the South block.

You may have noticed some item boxes (two in the southwest, one each in the southeast and northwest, two in the northeast) that were enclosed in crystal. To unlock these item boxes, travel back down to Floor 1f and enter the Jammer Laser Energy Control Rooms. If you look at the absorbing boxes on the wall, you'll see that at least one of the boxes in each room is colored red. Adjust the lasers to hit the red colored boxes in each room to unlock the corresponding item box in the 2f rooms. Go back up to Floor 2f and you will now be able to collect a Contact Absorber, Fire Resist Force Metal, Shot Absorber, Build LE, Build WE and Thunder Stella weapon. Take the elevator to Floor 3f to fight the Vanilla boss, Botos.

BOSS: Botos—Botos takes extra damage

from water- and ice-based attacks. You also might want to pick characters who do well against airborne enemies (X, Asl, Marino). Watch out for the Botos Trio attack, where he calls two Q-Bit bots into battle to help him. While in his party, the Q-Bits will power up Botos, allowing him to perform special attacks that hit your entire party for more than 500 LE points of damage; they can also heal him for 10,000 LE at a time. The Q-Bits get one attack each (usually a random elemental attack), so your main focus should be to destroy the Q-Bits quickly. Dedicate two characters to this task while your other character hits Botos for heavy normal and special attacks. To take his HP down fast, have X transform into Hyper Mode and use your fully-powered Charge Collider two or three times.

Chapter 8: The Ultimate Weapon—Melda Ore Plant

Ore Plant External Tank

Check the far left corner of the room for a Rabbid that you can send to the Deployment Center, and pick up the two Figure Tokens, Heavy Motor and Tank Parts from the room.



B1 Entrance Hall

Take the Ultra-thunder from the item box and ride the lift down to reach Area E-B02.

Area E-B02

Head through two hallways and into the center room. Take the left door to reach a small room and a Build WE item. Collect the Figure Token in the next room, then walk over to the peephole and peer inside so you can send the image to Gaudile for analysis. Return to the main room and take the right door. Grab the Build LE from the room and move into the next room. Use the peephole to send another image to Gaudile, then take the elevator down to Area E-B03.

Area E-B03

Use the peephole in this room to take another shot of the "strange object." Pick up the Learning Aid Force Metal in the next room and head through the door, then take another snapshot here using the peephole opposite the center door.

Take the center door to reach a small room with a Build Shield item. Retreat to the previous room and take the right door. Collect the 800 FME in this room and go through the door on the opposite side of the room. Use the peephole here to take yet another shot of the "strange object" and take the lift down to Area E-B04.

Area E-B04

Take another peephole shot here and head to the central room that links the nearby surrounding hallways. Collect the Sub Tank energy here, take another shot using the peephole and exit through the door on your left. Activate the Wolfoid in the next room and send it to the Deployment Center, then head into the next room.



B5 East-West Block Access Tunnel



Grab the Figure Token and use the nearby computer terminal to open the missile silo gate.

BOSS: Botos (Round 2)—Botos is weak from his last battle with you, so you'll only have to hit him a few times to end the battle.

Missile Silo Base Lower Section

Collect the Gain Hyper, 1,000 FME, Figure Token and 3,000 Zenry from this room and continue on.

B5 East-West Block Access Tunnel

Grab the Build Speed item from this room and continue down the next hallway to another lift. Take the lift up.

Area W-B04

Follow Botos' decoy down the left path, where you can collect a Figure Token from the room at the end of the hallway, then backtrack to the central room and go through the right door. Pick up the Build Power and Sub Tank energy from this next room.

Area W-B03

Botos will create another decoy; chase the real one this time. Grab the Cryogenic and 2,000 Zenry from the room directly in front of you, then fight Botos. Collect the Build Armor from the opposite room adjacent to the hallway and continue on to reach another lift room.

Area W-B02

As you enter the main room, you'll see Botos run off into one of the side rooms. Grab the Gain Hyper and Sub Tank energy from the room and go through the unlocked door nearby.

BOSS: Ferham—Ferham takes more damage from thunder-based weapons. Also be sure to equip as many Hawkeye sub-weapons as possible; Ferham is an airborne enemy, so the Hawkeye will help to prevent missed attacks. Ferham uses a lot of water-based attacks, so you should also equip Force metals that reduce water and ice damage. Axl's Wild Jango special attack works well here, as does Zero's Dragon Slash attack. If you run into trouble, try a few Ultra-thunders to soften her up.



After the battle, head back to the B5 East-West Block Access Tunnel. Talk to Ferham for a moment, then backtrack to Area W-B02. Grab the Figure Token from the far room on the right, then enter the unlocked door in the center of the main room to continue.

BOSS: Scarface—Scarface takes extra damage from fire attacks, and can both deal and absorb thunder-based attacks. Equip fire-based weapons and items that reduce thunder damage. At the start, unload with Megafires, Ultrafires, Twin Fire missiles and/or your character's best fire-based weapons. X performs well here, since his Hyper Armor grants him fire-based properties, but his Charge Collider fails to do its normal damage because of Scarface's ability to block multi-hit attacks. Wear him down with normal attacks instead, and have your other characters provide backup by using one-hit attacks and/or healing the party. If you get into a pinch, switch to Axl and use his Mach Jentre attack for some nice damage. You can also switch to Manna, have her enter Hyper Mode and pound Scarface with her Miroge Dive attack to beat him rather quickly.



Chapter 9: When Giants Duel—Grave Ruins Base



TIP: Purchasing Items

Make sure that you have gone back and collected X's Ultimate Armor and Zero's Absolute Zero armor;

they will make the game much easier. You should also purchase the most powerful weapons you can afford along with a good stock of Force Armor and other helpful items.

Level E Security Zone



You'll need to activate both intruder detection devices to temporarily unlock the nearby doors so you can head left down the corridor. Repeat

the process in the next hallway to unlock the two nearby rooms and collect a Figure Token and 5,000 Zenry.

Level D Security Zone

Activate the three intruder security devices here and follow the tunnel to the left. Grab the Miracle Beam S from the room at the end and retreat down the hallway. Go through the door at the end to find a Bladely mecha-robot to send back to the Deployment Center, along with a computer terminal that you can use to deactivate the main gate security.

Level C Security Zone

Grab the Sub Tank and head through the door in front of you. There are five locked doors in this area, and you will need to trigger all the intruder detection devices here to unlock them. Check the top right room for a Gain Hyper, the top left room for an Unlock Limiter, the bottom right room for 3,000 FME and the bottom left room for a Figure Token.

Level B Security Zone

Head down the hallway to the left and pick up a Cure All. Activate the detection device, quickly dash down the hallway in the opposite direction, grab the Backup and activate the second device to unlock the center door.

Battle Field

Look for Build Armor, Build WE, Build Shield, Build Hyper, Build Speed, Build LE and Build Power items in this room.

Revolver Shaft Area

Collect the Sub Tank energy from the hallway and follow the corridor down and through the door. In this next room you'll find two computer terminals. Activating either terminal will spin the center room around, allowing you to access the adjacent rooms.





RAISE THE PANIC METER



Go up against Nemesis from Resident Evil!



Challenge a friend in two player mode



You're Cosmi, a mischief-making alien sent on a mission to earth to pull pranks and create chaos. Using the scan gun, you take on the identity of humans and blend in.

At your disposal, you have an arsenal of prank weapons including bad karaoke, throwing tacks, or just a good old stinky fart! So grab your prank weapon and raise the panic meter.



Over 40 unique prank weapons



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PlayStation 2

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Chapter 9: When Giants Duel—Grave Ruins Base



- Use the left terminal once to go to Room 4 and collect the Z Saber++ weapon.
- Use the left terminal twice to go to Room 7

and collect Tank Parts.

- Use the left terminal five times and the right terminal once to reach Room 6 and collect a Vitality Missile.
- Use the left terminal six times to rotate the room and reach Revolver Room 3, which leads to the exit.

Grab some Sub Tank energy from the hallway on your way out.

Level 5 Top Security Zone



Go up the left ramp and through the door to reach a hallway. Get four Figure Tokens from the first room on the left, then continue

down the hallway. In the far room is a computer terminal that controls one of the locking mechanisms on the door in the main hall. Manipulate the computer to release the first lock and collect the Super Absorber from the room. Now backtrack to the main room and take the right passage. Grab the four Figure Tokens from the right room and continue down the hallway. Repeat the process with the terminal in the far room to unlock the main door.

Final Gate

Pick up the Gain Hyper and Sub Tank energy from the next room.



BOSS: Scarface (Round 2)—Use the same tactics as you did previously, or have X equip his Ultimate Armor and use Nova Strike to kill him with one attack.

BOSS: Epsilon—Hit Epsilon with your most powerful normal attacks and heal yourself when necessary. You can take his health down

with normal Action Trigger specials, so it's not necessary to enter Hyper Mode just yet. After you "defeat"



Epsilon, he will summon extra power from the Supra-Force Metal to continue the fight. Your attacks won't do any real damage to Epsilon at first, so you'll have to weaken him by inflicting a lot of damage. Have one or two of your characters enter Hyper Mode and repeatedly pound him with your most powerful attacks. After taking some damage, you'll see his Force Metal weaken and he'll start taking normal damage. Try to attack while your LE is at 100% with X's Nova Strike attack, which can drain almost his entire lifebar in one attack.

When you're ready, head up to the Heliport.

Note: This is the point of no return! Make sure that you acquire all the weapons and items you need, complete all of your deployments into the field and collect all of the items from the previous levels before you enter this point.

Final Chapter—Far East Headquarters

Teleport Terminal

Check the left room for an item salesman and a nurse reploid, then check the nearby item boxes for Tank Parts, two Figure tokens and a Build Hyper.

TIP: Level Up—This place is crawling with high-level enemies, and with a save device and nurse reploid nearby, you can fight until you've leveled-up to your liking.



There are four separate rooms covered by purple force fields here, each with a teleporter that takes you to a specific boss. You'll have to fight all of the previous bosses before taking on the final boss. Use the tactics outlined in the walkthrough to beat each boss, but refrain from using Hyper Mode; you'll need all of them later on. Remember that you can restore your LE and Sub Tanks between battles by visiting the nurse reploid. Here's a list of bosses and their locations:

- Bottom left—Silver Horn
- Bottom right—Mad Nautilus
- Top left—Mach Jentira
- Top right—Incenias

Main Control Room

Head down the hallway and through the next door to meet Depth Dragon, another boss.

BOSS: Depth Dragon—Depth Dragon's weakness is fire. Equip some fire-based weapons along with any Force Metals that reduce thunder damage (Depth Dragon likes to use the Thunder attack). Heal when necessary and use Action specials to deal out damage.



Final Gate

Collect 10,000 Zenry, 5,000 FME, two Figure Tokens, Cure All, Backup, Gain Hyper and Sub Tank energy, then save your game—Redips waits in the next room!

BOSS: Redips—Redips starts by summoning two Red Hubcaps; he will use these robots as a crutch during the entire fight. Have two of your characters on



constant lookout for the Red Hubcaps and take them out as soon as they appear. Your Hyper Mode rounds are best saved for the final confrontation. I suggest using Cannon here; she can heal the party for free while two heavy-hitters (Zero, Massimo or X) take shots at Redips. Try Massimo's Berserk Charge or Marino's Mirage Dive for good damage.

Super Strato-Terminal

Collect the Figure Token from the hallway here.

Blue Earth Leader

Head down the long hallway (and check out the view!) to reach Redips, who has managed to fuse himself with Supra-Force Metal.

BOSS: Great Redips—Redips is basically indestructible while wearing the Supra-Force Metal shards, so take aim at these first. The left Force Supra-Metal



grants Redips the auto-repair ability, and the right one activates his shield. Concentrate on one at a time until they are both destroyed. After a few rounds, the Force Metals will regenerate and you'll have to repeat the process. Have X equip his Ultimate Armor and equip Zero with his Absolute Zero Armor. Redips does have a few attacks that can hit the whole party, have one character on support duty, ready to heal. Redips will eventually lose one of the Force Metals during a cutscene. When he attacks again, immediately equip X and Zero with their upgraded armor and charge up your WE to 100%.

When Redips is finally defeated, the Supra-Force Metal is destroyed with him. Sit back and enjoy the ending!

THE DEPLOYMENT CENTER



After Nana joins your team, you'll gain access to the Deployment Center. From here you can send out robot units to recover items, weapons and unlockable Sky Room features from stages you've already cleared.

Unit Abilities

- WT**—Survivability; this rates whether or not the unit will survive the mission.
- ATK**—Collect Zenry; this rates how much Zenry your unit will collect while on a mission.
- SEARCH**—Find Items; this represents your success rate of the unit finding items in the field.
- INTEL**—Find Disks; this represents your success rate of the unit finding disks in the field.
- MOV**—Mission Time; this rates how quickly your unit will complete each mission.

Unit Deployment Strategy

There are three types of units: Combat, Search and Intelligence. Each type has a specific area where it excels. Combat units are the heavy hitters and are used in collecting Zenny. Search units rely on signals to locate and collect items. Intel units use signals to locate disks. It's generally a good idea to level up the specific units in their specialized areas first, as this will maximize their efficiency in the field. For example, you probably won't want to send a Combat unit such as the D-Shark or Big Monkey into an area that rewards your unit with increased Search skills upon completion, since they are primarily used for gathering Zenny and could benefit from increased Attack skills instead. It also wouldn't make sense to send a Search unit into a mission where its Attack skills are increased after the mission is over, since they should be used for gathering items from the field. Try to send the units on missions that will reward their successes with increased skills in the areas that benefit them the most. This is important because once it has reached Level 10, a unit's stats will be maxed out and it will not be able to increase its stats in any more areas. Be sure to take the time to level up your unit in whichever area you see fit before reaching Level 10!

Spoils Recovered

Here's a complete list of all items that your robot units can recover from each area. Note that most of these items will be unlockables that you can view from the Sky Room. Items collected from deployment do not count toward your "Item Acquisition %" totals from each level; they are in a separate category.

1. Central Tower Green Scout (wearable) Item for X Figure Token Figure Token Figure Token F: Tower D: Two Plans D: Tower S: Enhancer S: Command Rm Design S: Command Center S: R Skutch S: Command Center S: Market S: Able S: Base Design S: Inhabitants S: Secret Base S: Reform S: Join the Fight S: The Vow S: Enter Alle S: The Bargain S: Bounty Hunter 2 S: Wanted S: Anger of Jango S: Bounty Hunter S: Sympathy 1 M: Tower M: Danger M: Spider M: Event Battle M: Hope	D: The Plan D: Laboratory S: Gaudile S: EV Laboratory S: Killer Man's S: Cinnamon S: Psyche Med S: Paranoed S: Lab Passageway S: Mad Nautilus S: Laboratory Sketch S: Laboratory Room S: Outside Lab S: Rabid S: Dr. Psyche S: Dog Out Passage S: Marino M: Marino M: Cinnamon M: Peace M: Treasure M: Talking P: Marino P: Enter Marino C: Onnaron C: In a Bind C: Gaudile C: Dr. Psyche C: The Secret C: Battle Psyche	way S: Undersea Passageway S: Head of Security S: Prisoner Nanta S: Blowfish S: D-Rex S: Undersea Tunnel S: Real Massimo S: Silver Horn S: Guard Room S: Guard Room 2 S: Nana S: Silver Horn C: The Legacy C: Enter Massimo C: Fight Horn M: Resolution M: Massimo M: The Final Battle M: Hideout M: Subterrania D: Double-Edged Sword D: Undersea Camp	M: Darkness M: Trajectory 1 M: Memories M: Hunter 1 C: Hippopressor C: Triumvirate C: Analysis C: Epsilon 5. Uffat Factory Starina Missile (Sub-Weapon) Reverse Fire (Force Metal) Figure Token Figure Token S: Control Device S: Proto Cross Bow S: Control Room S: Smelting Surface S: Axl Expressions S: Monitor Room D: Epsilon Arises D: Factory C: Main Room C: Dubois Sensei C: Jettie C: Together Again C: Enter Axl C: Axl Transforms M: Axl M: Unknown M: Line M: Beaming P: Uffat	Reverse Thunder (Force Metal) Figure Token S: Marino Design 1 S: Marino Design 2 S: Mine Passageway S: Shadow S: Evil Shadow P: Prons D: Mine D: Task Force C: Out Comes Shadow C: Zero Departs C: Spider's Fate C: Base Trap C: Off Guard C: Shadow C: Strange Light M: Symmetry 2 M: Dangler M: Zero	M: Mystery M: Do You Read? M: Boss Battle M: The Mission C: Enter Botos C: Botos Berserk C: Forham D: Probe Team D: Great Desert
2. Gaudile Laboratory Generator (Sub-Weapon)	S: Tianna S: Undersea Celf S: POW Camp Passageway	4. Lagrango Rules Tank Parts (Item) Lagrango Key (Key Item) Good Luck (Force Metal) Figure Token Figure Token P: Lagrango D: Lagrango Rules D: Giga City S: Patrol Dog S: Hippopressor S: Scarf Design S: Ruins M: X	6. Glomalla Mine Meldale Key (Key Item)	7. Vanalla Desert Tank Parts Figure Token Figure Token Figure Token Super Absorber (Sub-Weapon) Bart (Sub-Weapon) Block All (Force Metal) P: Foes P: Vanalla S: Desert Entrance S: Botos M: Hunter 2 M: Desert M: Botos	8. Meldale One Planet Reverse Water (Force Metal) Meldale Key (Key Item) Figure Token S: Missile Silo S: Construction Roid S: Scarface S: Missile S: Reddies S: Plant Room S: Plant Passageway S: Forham Faces P: Meldale C: A Traitor's Fate C: Supra-Fore Metal C: Forham Falls C: Battle Botos C: Battle Forham P: Assembly M: Valor M: Glacier M: Ambition M: Metal Mystery M: Fate D: One Planet

A FEW FINAL TIPS & TRICKS

Level Up Your Characters



Increasing your characters' levels is a must in any RPG, and this also rings true for Command Mission. Gaining levels will not only grant your character new special abilities or attacks, but it will also keep you from getting turned into scrap metal. If you're having a tough time in a certain area, try hanging out for a bit and just killing enemies to toughen up your team.

Hyper Mode

While in Hyper Mode, your characters may temporarily get a boost in LE, attack power or defense power—and some characters have specialized versions of their Action Trigger special attacks. More often than not, they will do incredible damage to enemies, sometimes killing bosses in one or two attacks. Hyper Mode is timed, and characters can only stay in this mode for a certain amount of time before they "cool down." Since Hyper Mode is limited, trying this mode for boss battles and tougher creatures.



Final Strike

If you reduce an enemy's LE down to a minimal level without destroying them while three characters are on your team, you will have the opportunity to perform a Final Strike attack. Final Strikes boost the amount of Force

We've spent a lot of time playing Command Mission, and we've figured out some things that will help you along the way.



Metal Energy you earn from an enemy, and do obscene amounts of damage to the target. Final Strikes are also VERY useful in boss battles. Killing a boss with a Final Strike can reward you with additional experience points, based on the number of hits. As a matter of fact, it's entirely possible to double your experience points on a regular basis when fighting in boss battles.

Increasing Battle Payouts

Along the way you will be able to pick up some weapons or Force Metals that will help you to gain more experience points, Zenny or Force Metal Energy after each battle. The Zenny, EXP, and Force Metals weapons are good examples of this, and should be used at every opportunity to increase your battle profits.



Analyze Your Enemies

After you pick up the Analyze Force Metal, you will be able to look at your enemies to determine weaknesses and see if they have anything worth stealing. Analyzing enemies will usually give you the upper hand in battle, since you will be able to see what types of attacks work best against them.



REVISITING OLD AREAS

After you have started deploying mechaniloid units into the areas that you have already cleared, you may want to go back to some of these areas to collect any items, weapons or Force Metals that you may have missed. You can see your progress in this regard by checking the data computer in the Sky Room; look for a number in each stage that reflects the percentage of items you've uncovered there. Note: If you pick up an item while in a stage and you already have the maximum number of these items in your inventory, the data system will NOT give you credit for collecting that item. You will have to find a way to drop the item from your inventory first and collect it again for it to count as a collected item. This includes Sub Tank energy!

Lagrano Ruins: Secret Item Shop



Once you have recovered the Lagrano Key, travel back to the Lagrano Ruins and use the key on the locked door in Area 4F-East. Follow the hallway up (look for two Figure Tokens, Tank Parts and a Deerbell droid that you can send back to the Deployment Center) and go through the door to reach the Secret Shop area. There are three vendors here, and each sells some hard-to-find

items, weapons or Force Metals. Bring your pocketbook, though, as things tend to be a bit pricey here!

Central Tower: Special Sealed Area

After you beat the game, you will get the Central Key, which allows you to explore the Central Tower and collect all of the items you have been missing. In order to progress through the lower depths of the city, you'll need to fight an enemy boss named "Oneital". Oneital is the guardian of each section, and every time you defeat him you will gain access to a new area. As you go lower into the city depths, Oneital becomes Twoital, then Threeital, then... well, you get the idea. This last stretch of unexplored city is the final frontier of the game, and you will be able to collect most of the rest of your collectible items here (including movie clips, song clips, etc.) Good luck!



Tianna Camp: Secret Area and X's Ultimate Armor

After collecting the Tianna Key, go back to Tianna Camp, head down the Maze Area 1 and use the key on the locked door in this area. Head down the left corridor to collect some Tank Parts and reactivate a Radar Killer that you can send to the Deployment Center. Continue along the corridor and through the next door, this will trigger a battle with Rafflesian and two Belladonnas. This battle is very difficult, I recommend that you don't attempt this until your characters are at least Level 35. The key to winning this battle is to completely ignore the Belladonnas and concentrate on Rafflesian only. She is able to heal herself for free automatically every round, so for best results you



should have all of your characters enter Hyper Mode and attack her in a row. It took me a few tries to beat Rafflesian, but I found that X, Zero and Cinnamon were the best team for me to use. I equipped X with the Turbo Buster (purchased from the Lagrano Secret Shop), Zero with the Z Rapier and Cinnamon with the Kitty Gloves (also purchased from the Lagrano Secret Shop). When

the battle started, I boosted X's attack power with a Boost Power, then immediately put all of my characters into Hyper Mode. From here I built X's WF up to 100% and hit Rafflesian with repeated Charge Collider shots, then had Zero attack her with normal attacks and Cinnamon heal the party with her Angelic Aide special or by using Sub Tank energy. After defeating Rafflesian, I had to use a couple of Gain Hyper on Cinnamon and Zero to finish off the Belladonnas. Beating her will give you a Figure Token and some Tank Parts, you will also gain access to the room behind her. In this room you can pick up a couple of Figure Tokens, but more importantly, you will collect X's Ultimate Armor! You can also pick up a Blowfish Mechaniloid for your Deployment Center if you head back down to the Aqua Coliseum, but you'll need a Mini Battery to start it.

Gaudite Laboratory, Eternal Forest and Rare Item Storage Rooms



If you recall, there were two paths that could be taken through the Eternal Forest area: the strong path or the weak path. If you come back later on, after you have increased your characters' levels to 32 or so, you should be able to complete any path you want through the Forest and reach the Rare Item Storage Room with little difficulty. If you choose to take only the strong path,

there are eight sets of creatures to fight, and the hardest group by far is the final set: a group of three Belladonnas. Belladonnas heal themselves automatically each round, so it's best to gang up on one at a time using your most powerful weapons, Action specials and Hyper Mode attacks. Here's a complete list of every item in the Eternal Forest and which path to take to obtain them. Note: After completing any path, the Rare Item Storage Area guard will award you with random amounts of Zenry, Sub Tank energy and random items.

B, R, R—Joker Card
R, R, R—R-Figure Token
R, R, B, B—Figure Token
R, R, B, B—Figure Token
R, R, R, R—Build Armor
R, R, B, B—Build Shield
R, R, R, B, B—Build Power
R, R, B, B, R, R—Figure Tokens, Build Speed
R, R, R, B, B—Figure Tokens, Build LE
R, R, R, B, B, B—Figure Tokens, Build Armor, Item Capsule
R, R, R, B, B, R—Figure Tokens, Build Shield, Get Zenry+
R, R, R, R, B—Figure Tokens, Build WE, Get EXP+
R, R, R, R, B, B—Build Shield, Build Armor, Power Charge
R, R, R, R, B, B—Build Speed, Build Power, Turbo Clock
R, R, R, R, R, R, B—Cryogenic, Build WE, Bone Key
R, R, R, R, R, R, R—Tank Parts, Cryogenic

B = Take blue (weak) path
R = Take red (strong) path

If you continue on past the Eternal Forest and head back to the Great Tree Stump Hall area, you can pick up a Dober Man mechaniloid and send it to the Deployment Center. You will need the Bone Key to activate this mechaniloid, so be sure to pick it up from the Eternal Forest before attempting to retrieve it.

Gimiella Mine: Secret Area

After recovering the Gimiella Mine Key, head back to the mine and go to the Level 3 Main Tunnel area. Head down the left tunnel and use the key to unlock the door on the right. Grab a Figure Token from the room on the right and head down the tunnel to the left. Grab another Figure Token from the room on the right and use the Heavy Motor in your inventory to activate the Gold Bladder in the tunnel. The last room contains another set of Tank Parts. Note: This area is literally filled with Gold Mettaws, Silver Mettaws and Mettaw Gigants, so it's an excellent place to come if you are in need of extra cash. It's also the only place where you will encounter the shy Mettaw Gigant creature.



Melda Ore Plant: Secret Area and Zero's Absolute Zero Hyper Armor

Deploy your mechaniloid units into the Melda Ore Plant to recover the Melda Key, then return to the Plant and use the key to unlock the door in the B1 Entrance Hall Area. Grab the three Figure Tokens and take the



lift up to the next area. Activate the Meltdown and send it to the Deployment Center and head through the door in front of you. In this next room you will battle a strange robot called "Duckbill Moie" who brings an exact replica of himself into battle, so in essence you will have to defeat him twice. Duckbill Moie is ridiculously easy if you have X's Ultimate Armor, so I strongly suggest that

you pick this up before attempting to fight him. Otherwise, treat this as you would any boss battle. Duckbill takes extra damage from water-based attacks, so try to equip some weapons that do this type of damage beforehand. After defeating the Duckbill duo, you will be awarded with two Figure Tokens, two Power Charges, and access to the item box in the room, which contains Zero's Absolute Zero Hyper Armor! Also, if you make the journey back to the Missile Warhead Adjustment Room (the very top room on the left side of the map), you can get the Galling Buster 2 and Generator weapons from this area.

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SILENT HILL 4 THE ROOM

It was two years ago that Henry Townshend moved into Room 302 of South Ashfield Heights, an apartment building in the medium-sized city of Ashfield. Henry was happy and enjoying his new life, but five days ago, something strange happened. He began to have a recurring dream each night. Oh, and one other thing...he couldn't leave Room 302.



by Raphael Minchella

GAMEPLAY

There are two modes of play in *Silent Hill 4*. Both are equally important when it comes to surviving the game and obtaining the "best" ending.

The Room (First-Person)

The Room (your apartment) will always be played in first-person mode. You will return to the Room repeatedly throughout the game, with many different things to explore and discover each time you complete a task. It may seem as though there isn't much to do here except save your game, collect notes and store items, but as the game progresses, you will begin to fend off evil spirits and curses that creep into room 302.



Nightmare Realm (Third-Person)

When you exit your room through the mysterious hole, you will enter the Nightmare Realm, which will always be played in third-person mode. This is the exploration part of the game, where the story will start to unravel after certain tasks are completed. Of course, no Nightmare Realm would be complete without a barrage of life-draining ghosts, bloodsucking dogs and demon-possessed wheelchairs to prey on unwelcome visitors.



IN YOUR ROOM

The Room should be considered your home base or safehouse. Here you can do such things as restore your health, save your game and store and retrieve your collected items. There are also things you can look at and check on to enhance or to further the story. Be sure to look at the specific places listed below each time you return to your apartment; you never know what you may discover.

Room Checklist

These are the specific places that you should always keep an eye on when you return to your room from the Nightmare Realm:



- **Check the windows**—Look outside to see what's going on in the outside world. There could be some useful information out there.

- **Check the peephole**—Sometimes you will hear a ruckus coming from the apartment hallway. Look through that peephole to make sure you don't miss out on any of the action.



- **Look for notes under the door**—Check the floor to see if any notes have been slid underneath your door. These notes can give you some answers about what's going on around you, or even raise more questions.



- **Check the wall crack to Eileen's room**—Even if you're not a Peeping Tom in real life, you should look through the crack in the wall that peers into the bedroom of your cute next-door neighbor, Eileen. Although you won't see what you were expecting to see, you will still get some vital information and a few laughs when you look inside.



Item Management

Throughout the game you will collect a vast array of items that will require storage for a later time. Since you can't carry a lot of items with you, you should always dump the items that you currently do not need into the trunk next to your television. This way you can collect more items in the Nightmare Realm without having to backtrack or leave anything behind.



Saving Your Game

When the apartment has been checked out and you've finished managing your items, step up to the red book in the living room and save your progress before returning to the Nightmare Realm. Save often to prevent unnecessary level replays in the event of an unfortunate accident.



The Evil Within

About halfway through the game (when Eileen is tagging along when you), your apartment will start to become infested with evil spirits. At this point, your apartment will no longer refill your health and you will take damage when you walk into a section of your apartment that is cursed. There are two indicators that reveal a curse: an unusual happening in the area of question (cracks in the wall, appliances being turned on, rattling windows, a crazy clock) and a red tint on the screen when you walk into a cursed area. If this occurs, immediately step away from the area or you will start to receive damage.



GENERAL SURVIVAL TIPS

Fight or Flee?

You will encounter numerous enemies in the Nightmare Realm, and you can choose to either run from them or fight them. If you wish to kill your attackers, you must knock them down with your melee weapon (or pistol) and step on them when they're down, or else they will rise to attack again. Most of the creatures you come across can be killed except for ghosts. If you see a ghost, run away; the ghosts can hurt you just by being next to them! You can wear a Saint Medallion to repel the ghosts from attacking you. I recommend that you kill as many of the creatures as you can, because they will not "respawn"—which is important, since the game requires you to backtrack through most of the levels.



The Healing Pad

As you progress through the game, you will collect healing items that are used to restore health. Instead of using them up when your life is low, save these items and backtrack



through a hole that leads back to your apartment, where your health will gradually be restored to 100% just for standing around. Now you can store your healing items and return to the Nightmare Realm with full life. You'll need those healing items later in the game when your apartment loses its ability to heal (shortly after Eileen joins you), so take advantage of the health restoration while you can.

Staying True to the Path

Silent Hill 4 has a very good in-game mapping system that labels your location, the places you have been, the doors you have gone through, the doors that are locked and the holes you can use to return back to your apartment. Check your map often to see where you have and have not been.



If you see an infected area, cleanse it right away. One of the prerequisites for obtaining the "best" ending is to have a fully cleansed apartment before you enter the final battle. If you let the curse linger for a while, it will seep into the apartment and you will not be able to cleanse that specific curse, so hit the infected areas as soon as they appear. Use the Holy Candles and Saint Medallions you have acquired in the Nightmare Realm to get rid of the evil spirits. To use a Holy Candle, find an infected area and place the candle next to it. Watch the candle fully burn out and the curse will be lifted from that area. If you don't watch the candle burn completely out, the evil spirits will come back. You can also use a Saint Medallion and stand inside of the infected area. The Saint Medallion will start to shake, which indicates that it is working. After one or two evil spirit cleansings, the Saint Medallion will break, so be sure to have a backup to finish the job.



WALKTHROUGH

The following walkthrough will show you the essential tasks that you must perform in order to progress through the game. The maps of the larger levels will show you the locations of all the items in those areas.

Room 302

You begin the game by waking up in an eerie, blood-stained apartment. As you look around, you realize that you have no recollection of the items placed inside. Check out the surroundings in your room, then venture out into the living room. Examine the contents of the living room and the kitchen. When you're finished exploring, take a look at the crack in the wall that resembles a face (it's to the left of the couch, just above the small desk). After a cutscene, you will reappear in the same apartment, but the surroundings will be clean.



Look around your bedroom and take a look outside your window for another cutscene. Leave your bedroom and explore the living room once again. Take the note from behind the trunk to start your grand collection of creepy notes. Move on to the kitchen and open the fridge to grab the Wine

Bottle and Chocolate Milk, then move on to the door. After the cutscene, take the note from beneath the door. Open the trunk in the living room to store your Wine Bottle and Chocolate Milk; you won't need them for a while.

Enter the bathroom and take the Steel Pipe from the wall; it will be your main weapon for a long time. Before you enter the hole, go back to the living room and save your game by looking in the red book next to the couch. Now return to the bathroom and enter the hole. Once inside, creep your way to the end.



The Subway

After going down the escalator, move down to the end of the hall and talk to the woman, Cynthia. Next, continue down the same path and kill the two dogs with your Steel Pipe. Remember, as with all ene-

1. Lynch Street Line Coin
2. Pistol Bullets



mies, you must step on them after you have knocked them down, or else they will get back up and attack you again. When you're finished dealing with the dogs, go into the women's bathroom and enter the hole in the wall.

After going through the hole, you will wake up in your apartment with your health completely refilled. Go into your living room and straighten the small desk next to the couch. This will reveal a Pistol, a note on the wall and the peephole that leads to Eileen's apartment. Take the Pistol, read the note and look



at the crack in the wall. After peeping into Eileen's private space, your phone will ring; go into the bedroom and answer it. When the phone call ends, return to the living room and look through the peephole on your front door. After that, head back into the bathroom and go back through the hole. Remember to save your game before you leave.

continued

The Subway

When you return to the subway, you'll be back at the hole in the bathroom instead of at the beginning of the level. (This is true for all of the holes that you find later in the game. This feature can be useful if you ever want to heal at the apartment without having to backtrack too far.)

Inside the bathroom, you will see a statue in the stall. Examine it and take the Lynch Street Line Coin. Exit the bathroom and continue down the hall the same way you were originally headed. Kill the dog at the turnstiles and use the token on the Lynch Street Turnstile to go down the stairs.



Here you will have your first encounter with ghosts. Ghosts can't be killed, so it's best to run away whenever you see one. Take the stairs down and go left, down the next set of stairs. You will see Cynthia locked inside the train. Go left at the bottom of the stairs and reach the train car at the very end. Enter the train and push the red button, then exit the train to meet Cynthia.



Go all the way back down to the car where Cynthia was held and enter the train. Now you must zig-zag through the train cars in order to reach the platform on the other side. Take the right car exit and move up between the trains. Enter the car on your left and open the door at the front of the car. Move up through this car and open the door ahead. Exit through the first door on the right and go up between the trains. Go into the right car and open the door at the bottom of this car. Exit through the left door and move down between the trains. Enter through the right opening and open the door at the bottom of the car. Move down the car and take the right opening. You should now be on the platform on the other side. Travel all the way down alongside the train, past the stairs, and enter the door ahead. If you need health, use the hole to travel back to your apartment and refill your life before taking the ladder down.

When you reach the top of the escalator, run into the left hall and grab the Pistol Bullets. Come back from the hall and take the stairs on your left. Take the plate that is hung up on the door and enter. This will lead to a horrifying sequence.

Move straight ahead, ignoring the right turn, and go back up the other ladder. Grab the Pistol Bullets and unlock the door ahead. Turn around and go back down the ladder. Go down and take the path that is on the left. Follow the path to the end and enter the door. Kill the five dogs on the platform to clear the area. Retrieve the 9-Iron from the train and the Nutrition Drink from the base of the escalator. The end of this section is a hole. If you need the health, take a trip back; otherwise, head up the escalator.



As you run up the escalator, you will meet a new creature, the Wall Monsters. The best way to deal with the Wall Monsters is to avoid them. Run up next to one to trigger their attack, then quickly dash back. After they have swung their long arms, run by as they recover.

When you reach the top of the escalator, run into the left hall and grab the Pistol Bullets. Come back from the hall and take the stairs on your left. Take the plate that is hung up on the door and enter. This will lead to a horrifying sequence.



When you wake up in your apartment, check the bedroom window, then do all of the standard apartment chores that are listed above under "Room Checklist." When you're finished, dump all of your items into the trunk and take your Steel Pipe and Chocolate Milk with you for the next level. Save your game and enter the hole.

trunk and take your Steel Pipe and Chocolate Milk with you for the next level. Save your game and enter the hole.

The Forest

You will appear in the middle of a dark, foggy forest. Take the path ahead to enter the next room, and move on to the building at the end of the path. Take out the wasps and go on to the next section. Continue on until



you reach a guy sitting next to a large boulder. Talk to him and continue in the same direction. Kill the three dogs in the next room and go into the next section. Eliminate more dogs and some wasps in here, then head into the door marked "Wish House."

If you check your map, you will notice that there are three paths at each corner of this room. Take the path in the bottom left corner and talk to the kid at the end while avoiding the ghost. When you're finished, backtrack to the Wish House; the guy you previously spoke to will be standing there. Give him the Chocolate Milk and he will give you a Spade in return.



Take the Spade and head for the path in the bottom right corner. Kill the dogs in the first room and advance to the third room on this path. Inside, you will notice a tree root that looks like a hand coming from the ground. Take your Spade and use it here to get the Rusty Blood Key. Move on to the next room on the path, where you will pick up a 6-Iron and enter the hole.



Back in your apartment, go to your trunk in the living room and leave the Rusty Blood Key inside. Head back to the hole and return to the forest. Now backtrack to the Wish House and enter the hole on the north wall. Retrieve the Rusty Blood Key from the trunk and

return to the forest.

Use the key on the Wish House and enter. Take the plate on the door on the first floor. Open up the door and watch the next gruesome death sequence.



When you reappear in your apartment, check the peephole on the front door, then do your normal apartment routine. Dump your items except for your pipe and save your progress. When you're ready, go through the hole in the bathroom.

The Water Prison

You will regain consciousness on the floor of an odd, circular prison. Check out each of the middle cells to see what's inside. There are eight rooms, and since you start at the top of the circle, you can begin by checking the room ahead to your right. This will be Room 1. If you continue



to check the rooms in a clockwise pattern, you can check Rooms 2 through 8 as labeled on the map. Since this floor layout is the same for the other prison floors, the same room numbering system will be used. This is what you'll find on the first floor:

- | | |
|--------------------------------------|-------------------------------|
| Room 1: Broken | Room 5: Empty |
| Room 2: Pistol Bullets | Room 6: Broken |
| Room 3: Broken | Room 7: Note on the bed |
| Room 4: Locked, with a person inside | Room 8: Tentacles (new enemy) |

After you check out the rooms, head out to the door on the left wall between Rooms 4 and 5. Turn right and take the door in the corner. Run down the spiral staircase while avoiding the wall monsters on the left wall. Grab the Saint Medallion on the floor, then exit through the door at the bottom of the stairs.



Go down the small set of stairs and turn to your right. You'll see a sign next to a lamppost. Read the sign and take the Water Prison Exit Key at the foot of the sign. Turn around and circle back up the spiral stairs, all the way back to the top. Exit the spiral stair room and use the key on the

locked door straight ahead to go outside. Take the two ladders up and enter the double doors on the second floor. Using the same system as the first floor, check all of the rooms in a clockwise pattern. Your first room ahead should be Room 5. Use your map for reference.

- | | |
|----------------------------|--|
| Room 5: Broken | Room 1: Room with bottled black powder |
| Room 6: Broken | Room 2: Broken |
| Room 7: Broken | Room 3: Broken |
| Room 8: Diary on the table | Room 4: Note on the wall |

After you finish checking the rooms, go back outside. Climb the ladder and enter the double doors for the third floor.

The Building World



Run down the narrow hallway and take the stairs down until you reach the door on the lower floor. You will encounter a new enemy type, **Ape Mutants**. Defeat them with your pipe and move on through the door. Inside you'll see a Ghost pinned to the floor with a

Sword of Obedience. Examine the ghost to take his key and the sword. Use the key on the door ahead.

Make your way down the stairs and take the door at the bottom while avoiding the ghost. Continue through the rooms and collect the Pistol Bullets, a S-Iron and a Baseball Bat from the sporting goods shop. Equip the Baseball Bat as your new weapon and exit the shop across from where you entered. Continue down the stairs and enter the pet store. Clear out the "evil pets," then grab the Sports Store Key from the middle shelf. Return to the sports store and use the key on the locked door to the right.



Run down the stairs and take the path around the building to reach the elevator. Enter the elevator for a cutscene. The elevator will stop at the bottom floor but there are two important items on the top floor that you can now obtain. Take the

More rooms for you to check, except for one little surprise: a new enemy, **Siamese Twins**. Beat them down and go back to checking the rooms as usual.

- Room 5: Empty
- Room 6: Hole in the floor (don't jump in!)
- Room 7: Hole in the floor (don't jump in!)
- Room 8: Note on the table
- Room 1: Pistol Bullets
- Room 2: Hole in the floor (don't jump in!)
- Room 3: Diary on the table
- Room 4: Clothes on the floor



Go back outside when you're finished with the rooms. Climb the ladder and enter the double doors at the end of the hallway.



Go around the tower on the roof and turn the handle on the backside of the tower. Now head outside and take the ladder down to the third floor. Using the same numbering system, go into Room 6 and jump down the hole. Take the next two holes down until you reach the basement.

Kill the Twins and exit the shower room. Go down the left path and up the ladder. Grab the document from the desk.

This will instruct you to line up the beds that have bloody beds in the prison. Look in the holes on the wall to find the room with the bloody bed (Room 1). Climb up the ladder to the second floor and take the document from the desk. Find the bloody bed on the second floor (Room 5). Use the



handle on the second floor to line up this room with the one on the first floor (turn the handle left four times). Now climb up to the third floor and do the same thing for the third floor room: Take the note from the wall and turn the handle to the right two times.



Now the rooms with the bloody beds should all be aligned. Take the ladder down to the basement and return to the third floor of the prison from the outside. Enter Room 1 and jump down the holes until you reach the kitchen. Kill the Tentacles ahead and enter the double doors. Kill the next set of Tentacles and unlock the double doors ahead. Turn around and go back to the kitchen. Take the plate off the door and use the code "0302" to unlock it.

Back in your room, do all of your normal apartment checks. Manage your inventory, save your progress and enter the hole for another adventure!



elevator back to the top floor and exit by using the left door. Run down to the end of this hallway and grab the Spade and another Sword of Obedience. Equip the Spade as your new melee weapon and run back to the elevator. Take it back to the bottom floor and go down the ladder.

Kill the Tentacles in the hall and climb up the ladder. Dash down the U-shaped hall while killing or avoiding the vicious dogs and apes. Move into the next hall and enter the door, then go down the stairs and into the door in the corner to enter a bar. Take the memo from the bar and the Rusty Axe from the table. Enter the code "3750" into the electronic lock and proceed. Climb the long path upstairs until you reach the top. Take the plate from the door and enter.



In your room, do your usual apartment stuff: Check your points of interest, manage your items (you should only need your weapon) and save your progress. Ready to move on? Enter the hole for your next nightmare!

The Apartment World



You begin this journey in the hallway of what seems to be your apartment. Enter Apartment 301 and go into the dark room. Remove the two keys from the back of the red pictures. Grab the red paper from the living room and exit Room 301. Go down the hall and slip the red paper

through the door of 302. Exit the hallway through the double doors.

Sitting up on the stairs will be a man holding a Shabby Doll. He will tell you a story and offer you the doll. Do not accept it—the doll is a curse!



Next, go to the bottom floor and use the Locker Key on the mailbox. Now enter the west wing on the first floor to reach Room 105. Use the Superintendent's Key to open up the door. Go grab the Apartment Keys on the wall and the two flud Papers next to the keys. These keys will open any

room in the apartment, so it's time to go exploring. Be aware of the ghosts that chase you while you explore. Collect the Red Papers that you find in the rooms; they are essential for completing this level. Stick all of the Red Papers that you find underneath the 302 door. Use the Biss and maps provided to make your journey quick and thorough. Start on the first floor and work your way up.

First Floor—West Wing
Room 106: Medical Kit
Room 107: Empty



First Floor—East Wing
Room 104: Empty
Room 103: Empty
Room 102: Examine the fridge to find a Torn Red Paper
Room 101: Pistol Bullets

Second Floor—West Wing
Room 205: Cassette tape
Room 206: Empty
Room 207: Pistol Bullets
Revolver (Do not use this weapon; save it for the last battle!)

Second Floor—East Wing
Room 204: Empty
Room 203: Torn Red Paper inside bloody shirt
Room 202: Empty
Room 201: Empty



Go up to the third floor and check Room 304 for Pistol Bullets. Now exit and place all of your Red Papers underneath the door to Room 302. Go into Room 301 and take the hole back to your apartment.



Head for the front door and read all of the messages on the floor. From the notes, you will learn that the key to Room 303 is next to your bed. Go to the right side of your bed to find it. Now you can backtrack through the hole and open the door for 303 in the Nightmare Realm.

Go to the front door, take the note and the Talisman and do your standard apartment stuff. If you go to the bathroom, you will notice that the hole is sealed. To create a new hole, go into the laundry room and use the Talisman on the stain on the wall. This will reveal a message with four adventures on the wall. Open up your trunk and take out the four plates (Placards) that you have been collecting in each level. Use them on the adventures in the wall. Doing this will open up the new hole. Remember to manage your items and save before you enter it.



The Hospital

You will encounter a new enemy on the first floor of the hospital: Zombie Nurses. They are more humorous than harmful, as



they belch when they are hit. Explore all of the rooms on the first floor before you go up the stairs to the second floor.

On the second floor, turn to your left and call the elevator but do not get in. Instead, turn around and explore all of the rooms on the second floor. There will be 11 rooms on the right side and 11 on the left. Check out all of the rooms and collect everything you find (the items inside are randomly generated). Your ultimate goal here is to find the key to unlock the room where Eileen is trapped (it's the only room that's locked). When you obtain the key, a cage will slam down and trap you.



Use the key you've just collected to free yourself. Now be sure find these items on the second floor before you free Eileen:

Saint Medallion
4 Iron
Holy Candle

2 Nutrition Drinks
2 Pistol Bullets
Revolver Bullets



With Eileen is following you, you must not allow her to get hurt or left behind (unless it is intentional). Equip Eileen with the purse to allow her to help you in fights. Take Eileen down to the hole on the first floor and enter.

Go to your front door and take the red envelope containing the key. Now collect the three red letters on the side of the bookshelf. Do a routine apartment check-up and head back into the hole. From this point on, your apartment will no longer heal you, so be sure to take a healing item or two before venturing into the Nightmare Realm.



In the hospital, leave the washroom and turn left. Head through the elevator shaft on the first floor and use the Small Key on the gate on the other side. Move down the stairs and enter the door at the end. Take the spiral staircase to the bottom to enter the next realm.

The Subway (2nd Pass)



After traveling the small path, you will end up back at the subway. This should be familiar territory to you. Go back to the women's restroom and use the hole to return to the apartment.

Take the envelope with the Toy Key from the door and read the red letter; it will explain the curses that haunt your room. At this point there should be a curse-some-where in your room. Find it and cleanse it as explained earlier. The "cleansing" ritual should become a part of your regular apartment routine from here on out. After you've done this, go into your trunk and grab Lynch Street Line Tokens, the Pistol and the Sword of Obedience. With these items and your Toy Key, head back to the subway.



Exit the restroom and head for the turnstiles to meet a very obnoxious ghost. Run south past the turnstiles. When you reach the dead end, next to the worm body, turn left and head up the stairs. You'll find the Silver Bullets, which you can use to lay out that ghost back at turnstiles.

Stun the ghost with the Silver Bullet, then impale it with the Sword of Obedience to immobilize it. With the area cleared, use the Subway Coins and go down the Lynch Street Line.

Take the stairs down and zig-zag through the subway cars to the right. Locate the Toy Box sitting on the seat inside the train. Use the Toy Key to open it up and get the Filthy Coin. Take the Filthy Coin back to your apartment via the women's restroom and wash it off it in your kitchen sink. When you have washed the coin and finished your normal apartment routine, go back to the subway.



The Forest (2nd Pass)

You'll end up back in the forest, with someone chasing after you! This man can't be killed, so just run from him. The first thing you should do is to grab the unlit torch next to the lit torch in the northwest corner of the room.



Use the torch to look into the dark wells scattered throughout the forest. Light the unlit torch by equipping it and examining a lit torch. The torch can stay lit longer if you bring it to your apartment and soak it in the oil from your laundry room.



Travel back to the Lynch Street Line and head down to the trains. Find the vending machine on the platform that bears the same symbol as the one on the coin. Use the "clean" coin on the machine to obtain the Murder Scene Key.



Run along the left platform and enter the room on the bottom right of the map. Take the ladder down to leave Eileen in this room. (Don't worry; she'll be safe.) Avoid the ghosts and follow this path down to the King Street Line. Move down the platform until you reach the escalators. Run up the escalator as fast as you can while avoiding the ghosts to reach the murder scene. Grab Cynthia's Commuter Ticket from the floor to provide all access to the turnstiles. Now use the Murder Scene Key on the office door to the right to get the Train Handle.



Exit the office and go out the turnstiles. Enter the turnstiles on the other side, then take the stairs down to retrieve Eileen from the room where you left her. Take her to the murder scene via the turnstiles (use Cynthia's Commuter Ticket). Take Eileen down the escalator so you're both at the King Street Line. Go inside the subway train and run up to the front car to use the Train Handle. Go back down the train and take your first left. Follow this path to the end.



Dark Wells
A. Doll's Head
B. Doll's Right Leg
C. Doll's Left Leg
D. Doll's Left Arm
E. Doll's Right Arm

Items
1. Torch
2. Cynthia's Drink
3. Chain for Eileen
4. Hole
5. Holy Candle
6. Nutrition Drink
7. Nutrition Drink
8. Package of Soap
9. Revolver Bullets
10. Crested Medallion
11. Nutrition Drink
12. Soap Bullets
13. Nutrition Drink
14. Lamp Medallion
15. Nutrition Drink
16. Nutrition Drink
17. Holy Candle

inside the dark wells are Doll Parts; they must be used to complete the doll that's sitting at the burning rubble where the Wish House used to be. Use the map shown here to locate the five Doll Parts and bring them back to the doll to open the secret



chamber below. Once inside the secret chamber, use the Crested Medallion found on the northwest path (item 10) to reveal the spiral stairs to the next area.

The Water Prison (2nd Pass)

After exiting the elevator, you will be on the top floor of the Water Prison. Make your way down the winding path and enter the third floor of the prison. Check the cells for items. The same numbering system is used:



Room 1: Hole
Room 2: Holy Candle
Room 3: Empty
Room 4: Hole
Room 5: Nutrition Drink
Room 6: Pistol Bullets
Room 7: Empty
Room 8: Hole

When you're finished exploring, go back to Room 1 and jump down the hole to the basement kitchen. This will get you where you need to go and keep Eileen trapped for safekeeping; just remember that she is in there.

From the kitchen, exit the door with the keypad lock. Grab the Prisoner's Shirt on the floor and go back to the kitchen. Exit the basement floor, then run up to the hole on the first floor of the prison. Enter the hole to go back to your apartment. Go into your bathroom and soak the Prisoner's Shirt in the bathtub. Once you've read the message on the shirt, head back to the prison.



continued

The Water Prison (2nd Pass)



Go up to the second floor of the prison and grab the Sword of Obedience from under the bed in Room 5. You can check the rest of the rooms on this floor and the first floor for items, but doing so is not necessary to complete the level.

Second Floor

Room 5: Sword of Obedience
Room 6: Locked
Room 7: Locked
Room 8: Holy Candle
Room 1: Locked
Room 2: Locked
Room 3: Locked
Room 4: Pistol Bullets

First Floor

Room 1: Locked
Room 2: Empty
Room 3: Locked
Room 4: Pistol Bullets
Room 5: Nutrition Drink
Room 6: Locked
Room 7: Holy Candle
Room 8: Empty

After obtaining the sword, travel back to the lowest basement level (B2) using the spiral stairs on the inside. You will see a cutscene of the ghost you have to impale. Strike the ghost down and impale him with the sword. Take the Water Prison Generator Room Key that he holds, then grab Eileen from Room 1 on the third floor.



Take Eileen all the way back down to B2 and enter the door on the left. Kill the six Twins in the room, then go through the marked door ahead; it leads to a spiral staircase into the next realm.

The Building World (2nd Pass)



Pick up this diary on the floor to view your new tasks: put candles on a cake, put the cat in the cage, place the volleyball in the sport-store bin and place the cueball on the pool table. To make your life easier, I recommend pinning down the ghost at the start of the level with a Sword

of Obedience. This will allow you to leave Eileen in the beginning section safely.

Enter the elevator and take it to the top floor. Follow the path around the building and go up the stairs into the sports store. Grab the Birthday Candles from the counter and exit through the door near the hole (notice the volleyball bin in the corner of this room).



Take this path and go up the set of stairs to the top. In this room you'll find a birthday cake on the table and a Stuffed Cat in the corner. Put the candles on the cake and grab the cat. Go back the way you came and return to the sports store. From here, exit through the north door and go

down the stairs to the pet store. Place the Stuffed Cat in the cage on the counter, then return to the elevator you took at the start of the level.

Go to the bottom floor and take the ladder down. Kill the tentacles to go down the path, grab the Cueball and go up the ladder.



Travel down the U-hallway and find the Volleyball in the boxes next to the door at the end of the path. Enter the door and move down the pathway to reach the bar. Place the Cueball on the pool table and take the note from the bar.

Return to the sports store to drop the Volleyball in the bin. On the way, meet Eileen at the start of the level and take her with you. After you drop the Volleyball in the bin, take the north door and travel down to the pet store. Go through the pet store and exit the northwest door. Run down the flight of stairs into the west room. Enter through the door with the upside-down clock and follow this path down the stairs, until it leads you back to the U-hallway. Travel down the U-hallway and head back to the bar. Use the code "4890" on the electronic keypad on the door to enter.



Run down the endless set of stairs and enter the door at the bottom. Here you'll fight a huge set of Wall Monsters hanging over a dark pit. All of the Wall Monsters are fake except for one (which is random). Find the real Wall Monster and chop it to bits (you'll know you've found the real one if the other Wall Monsters get injured when you hit it).

The Apartment World (2nd Pass)

Your goal here is to reach the Superintendent's room (Room 105), but the hallways are now blocked by iron gates. You must shimmy through the holes in the walls between apartments to make your way down. Go into Room 301 and take the stairs down; this will lead you to Room 201. Exit and go into Room 202. Cross the hole in the wall to go into Room 203 and exit. Take the double doors-out and head into the west wing. Enter Room 206 and cross over into Room 207. Leave 207 and take the stairs down. When you reach Room 105, you'll find the door locked by six chains.



Room 302 of the Past

Check the table in the living room for two books. Move on to the bedroom and



take the four red notes that are scattered across the room. Head back to the living room for a cutscene. Afterward, take the Pickaxe of Hope from the wall and go through the hole in the bathroom. Back in your apartment, use the pickaxe on the same wall where you found it. Examine the hanging body and take the Keys of Liberation. Use these keys on your front door.



To open the door, you must find the six corpses hanging around the first floor. Go to the east wing of the first floor to find one of them. You will find the next four corpses in Rooms 104, 103, 102 and 101. The final corpse is at the end of the east wing hall.

The Apartment World (2nd Pass)



Now head back to Room 105 and go in. Take the Red Box on the bookshelf that contains the Umbilical Cord. Just what you were looking for! Get back to Room 302 the same way you took to get here.

Once you're in your apartment, eliminate any curses that may be left in the room and save your game. It's time to load up your gear for the final battle! I recommend that you take the following items:

- Umbilical Cord (required)
- Revolver (strongly recommended)
- Revolver Bullets (3x) (strongly recommended)
- Pickaxe of Despair
- Ampoule (or your best healing items)

Leave three inventory slots open. Leaving three slots open is crucial if you want to defeat the final boss in time to save Eileen's life.

When you're ready to go, head over to the break in the wall. Examining the black puddle beneath the cross to warp to the final showdown!



ENDINGS

There are four different endings in *Silent Hill 4*, and they depend on two variables: Whether Eileen lives or dies, and whether your apartment was clean or still had evil spirits. Here is the breakdown of the endings:

- Best ending: "Escape"**—Eileen lives and your apartment is cleansed
- Good ending: "Mother"**—Eileen lives, but your apartment is infected
- Bad ending: "Eileen's Death"**—Eileen dies, but your apartment is cleansed
- Worst ending: "21 Sacraments"**—Eileen dies and your apartment is infected



The Final Battle

You will finally be able to face the man who has been

chasing you all this time. Eileen will be there as well, but she will be in a zombie-like trance, moving toward certain death. The only way to save her is to defeat the man in black before she walks into the death machine. Use these steps to kill him as quickly as possible:



1) Run over to the huge monster in the center and use the Umbilical Cord on it.

2) Rush to the leftmost spear in the room (there



four spears to the left of the monster, four to the right) and start yanking the spears out of the statues. Pull out the four spears and use them all on the monster at once. Now go over to the rightmost spear and start pulling those four spears out of the statues. Use the next four spears on the monster at once. This is the reason why you needed three open slots in your inventory.

3) With all eight spears in the monster, the man in black



will now be vulnerable to attack. Pummel him with two fully-charged hits from your Pickaxe of Despair. Now pull out your Revolver and start unloading on the man in black. You should be able to finish him off before Eileen even reaches the stairs! You can kill him with four fully-charged hits from the Pickaxe if you don't have enough Revolver ammo, but sometimes it can be difficult to nail him with the slow-moving Pickaxe; this is why the Revolver is recommended.

SECRET ITEMS

Eileen's Costume

To obtain Eileen's "nurse" costume, you must first beat the game and achieve an ending where



Eileen lives ("Escape" or "Mother"). Play the game again with the same save file ("A brand new fear") and collect the "Nurse's Uniform" from Room #303. Keep the uniform in your inventory as you beat the game; do not put the uniform in your trunk. You must beat the game and achieve the other ending where Eileen survives (i.e. if you got the "Escape" ending the first time, you must get the "Mother" ending the second time or vice-versa). When you have done this, load the save file with the two saved endings and you will be able to select Eileen's secret outfit.

Chainsaw

If you load a save file that has been cleared ("A brand new fear") and play through the game again, you will find a Chainsaw stuck in a tree in the forest world by Jasper's car.



GALLEON

by Pat Reynolds

Galleon puts players in the swashbuckling role of Rhama Sabrier, a buccaneer and explorer who is called on to investigate a mysterious ship that's washed ashore on a remote island. Of course, from this simple beginning blossoms an adventure of epic scale, as Rhama must follow the hijacked ship around the world in a race against a power-hungry madman and his minions. You'll explore massive island caverns, undersea chasms and vast ancient ruins during the course of the game. This guide provides a complete walkthrough of Galleon, with solutions to the puzzles and tips for defeating the enemies you'll encounter along the way.

WALKTHROUGH

This walkthrough begins after the training sessions that teach you the basics of movement and combat. I'll assume that you have an inquisitive nature and will snoop around in dark corners and high crevices for hidden items and loot. The walkthrough focuses mainly on what you need to accomplish to get from the beginning of the game to its conclusion, although I've also included information for finding all five of the powerful secret swords. Other items like healing mushrooms, pistols and potions are easily spotted by their telltale glow, although I have pointed out the locations of some of them. As long as you leave no stone unturned, you'll have little trouble finding plenty of items to keep you alive and healthy during the long quest.

Act I: Akobah



In the shop are a few things you must examine to advance the story: the grog barrel, the tankard on the second floor and the crates of fruit. One thing that you don't have to do—but you should—is to let the parrot out of its cage; later in the game, this will pay off big!

Outside the shop, you'll meet Arellano and his daughter, Faith. You'll need to follow them to their house, but be sure to grab the two healing mushrooms in the area around the shop before heading through the iron gate. You'll find more of these items along the path to the house (check the stone bridge just before the house to find a strong healing mushroom).



Inside Arellano's house, go upstairs to the last room to find Faith, and have her heal you. Then return downstairs to the lab where Arellano will reveal a secret passageway leading to an underground lake.

On the mysterious boat, you'll need to examine seven points to make an assessment about its origins. Start by examining the mast, then use the hatch to go below deck. Use the button on the pedestal to open a door on the main deck, then examine the wooden statues before returning topside. Enter the greenhouse through the now-open door at the back of the main deck. Follow the walkway and pick up the key, then examine the two skeletons. Go to the front of the ship and carefully walk around the small ledge on the starboard side



to find a hole in the prow. Go through the hole and examine the steering wheel and the debris on the ground. Use the button on the pedestal to open the door. Go back below deck and open the door with the key. Examine the instruments on the counter. With all seven objects examined, return topside to present your discoveries to Arellano.

The pirates are escaping with the boat! Follow their path up the cliff face to the right of Arellano's house. Race across the plains and leap from the cliff into the waters below. Swim to the boat—the ladder is on the starboard side—and climb aboard within the 3:00 time limit to confront Jabez and his men.



Whether or not you managed to board the boat in time, you'll end up back on the beach. You can explore the island completely at this point, to collect any mushrooms or other items you might have missed. Talk to Faith when you're ready to set sail for the next island.

If you caught up to the boat and defeated the three enemies on deck before the timer ran out, and if you let the parrot out of its cage in the shop (I told you that was important), you'll find the bird sitting on one of the shored boats on the beach. Look at the parrot and he'll fly away. Now, return to the shop. There are several ways to get there from the beach; the easiest is to turn right on the beach and jump into the water, swim to the second section of rough rock in the cliff wall and climb to the top. This puts you just outside the gate leading to the shop area. Climb onto the cannon and jump up to the open second-story window. On the shop's second floor, you'll find the first secret sword, the parrot's thank you gift for setting it free.



Act II: Calverly



Swim to shore and head to the left to find the entrance to a cave, and a sword. Three giant crabs will appear when you take the sword, so practice using your new weapon on the oversized crustaceans before continuing into the cave.

Inside the cave, walk along the narrow ledge (go very slowly past the giant fungus to avoid disturbing it) and climb the rough rock at the end to reach a passage high above. Go hand over hand along the jutting overhang to the next platform, and move the large boulder out of the way to reveal another cavern entrance. Dive into the water below and swim through the tunnel until you reach an air pocket. Take the mushroom, then jump into the second watery tunnel from the air pocket room. Follow this tunnel to the lava caves.



Traverse through the lava caves by hopping from platform to platform. Be careful to avoid the steam vents and lava flows; steam will scald Rhama and damage him, while lava will kill him outright.

In the next area, several tall poles are sticking up from the ground. To reach the far side, you must cross the poles. You can walk onto them normally, but some are unsteady and will begin to wobble and eventually fall over. Move quickly across the poles to reach the far side.



Push the flat rock onto the steam vent to reach the high ground where a giant crab awaits. To defeat the crab, you'll need to jump onto its shell, then climb up and attack the head area. Stay behind the crab to avoid its attacks when you're on the ground. Three good hits will drop the giant monster.

Climb up to the next ledge and push the boulder aside to enter the next area.

There are a lot of things to do in the large shipyard cavern. Start by diving into the lake and swimming to the bottom. Look for a passage that leads to a small underwater cavern. At the bottom of this cavern is a shipwreck with a skeleton holding a hammer. Watch out for giant eels in the walls as you take the hammer and return to the main cavern.



Look for the lift to the right of the main entrance to the shipyard. You can pull the lever, but it won't help—a pin is missing, so the lift is stuck on the ground level for now. Head to the left of the entrance, defeat the enemies and make your way up the platforms until you reach another lever, just be-

fore a moving platform. Pull the lever as the platform approaches. This opens a door straight ahead, near the waterfall, but the door closes after a short time. You'll need to run quickly to beat the timer! In the room beyond the door, defeat the enemies and then climb the ladder to find the pin. Unfortunately, the pin is bent; it must be straightened before it will fit into the lift.

Back in the main shipyard cavern, climb the ladder to the right of the door and cross the high platforms (you'll need a long running start to make the jump between the bridges). This path will bring you to the forge room. Use the forge to straighten the bent pin. Return to the lift and repair it, then ride it to the top.



Enter the cave and you'll be attacked by Brice, a henchman with a fire-shooting pistol. Stay on the move to avoid his shots, attacking when you can get close to him. A good way to finish Brice quickly is to continuously throw him into the lava river nearby, which drains his health bar very quickly.

Cross the next cavern—stay out of the water, it's boiling hot—and you'll face another henchman. Farrant is a master of unarmed combat; he'll bring the fight to you. When his fists glow red, he'll begin his charging attack, which does a lot of damage—try to avoid this one at all costs. When Farrant is defeated, use the lever to open the door to the next area.



Board Jabez's boat and go below deck. Defeat the pirates there to recover a key. Open the door to the galley (the same door this key opened during the exploration of the boat) and rescue Faith. Leave the boat and head to the left on the walkways to enter another cave.

Follow the tutorial for giving orders to Faith and having her open sealed doors. You'll soon arrive at a small plateau with four colored levers. Each lever moves a suspended ore cart along the preset path. Pull the red, blue and green levers, then step onto the red cart. Lock on to the red lever and order Faith to pull it. Hop onto the green cart and have Faith pull the green lever to move it toward the blue cart. Move onto the blue cart and ask Faith to pull the blue lever. Finally have Faith pull the yellow lever. The yellow cart drops down and then goes back up again, so you'll need to jump on it with careful timing. At the top, ride the lift up, then follow the walkway along until you reach the shortcut lever.



Look for the long, narrow pipe leading forward. Instead of walking across it (you'll come back and do that in a moment), climb up the wall on the right. Follow the rough rock around to a small plateau. Enter the cave there to find a Haste potion and the Calverly secret sword. Return to

the walkways and cross the thin pipe.

continued

Act II: Calverly



Continue along the walkways (be sure to sneak past the fungus on the wall to avoid getting hurt) and cross the two moving platforms. Watch for the rough rock walls—you'll need to climb down the wall just past the moving platform and then back up to reach the exit to the exterior of the mountain.

On top of the mountain is a giant windmill that operates a winch mechanism connected to the boat below. Take the lift up to the platform with the save point and pull the lever there to bring a second lift down. Ride this lift up and use the lever to stop the windmill. Next, find the large cog (it's flashing) in the gear mechanism of the windmill and push it into place with the other cogs. Return to the lever and start the windmill running again.



Return to the area with the cogs and use the hook to reach the other side of the windmill. Push the large cog twice to maneuver it over to the other mechanism, then return to the lever and start up the windmill again. After the cutscene, a timer will start—you have 3:00 to get to Calverly!

Run straight ahead until you see the ladder leading down from the mechanism toward the boat. After going down the ladder, leap onto the green section of the boat (if possible, onto the wooden mast running just above the boat). Run along the mast and jump at the end to reach the platform on the far side. Follow the passage to reach the outside of the mountain. Defeat the spear-wielding enemies in this area and run up



the narrow path alongside the mountain. Keep your speed up; you'll need to make a long jump across a gap in the pathway. Follow the path the rest of the way to Calverly's house.

Jabez has brought two Neptune statues to life! Luckily, the statues are very slow-moving, and their trident attacks are easy to see coming. Wait until a statue leans forward to attack, then run around and jump onto its back, climb up to its head and strike with your sword. Repeat this process on both statues to defeat them.



The island is collapsing around you! Race through the caves, avoiding the lava and falling rocks to beat the timer and escape alive. You'll need to keep up your speed (which shouldn't be a problem) to make the long jumps over chasms along the way.

Act III: The Storm

You're thrown into the stormy sea and must swim to the island within the time limit. Here's the best route to take: Dive straight down and into the crevice (it's lined with blue crystals). Follow the crevice, heading left at the branch. At the end is a large rock. Using the rock to shield you from the current, swim to the surface to refill your breath meter. Dive back down and swim to the right, toward the smaller rock. Try to stay near the sand to avoid the current. When you reach the small rock, swim ahead to the next large rock. You can catch your breath here before diving back down. Now look for another crevice along the sea floor, this time lined with sand. Follow this crevice to the beach and onto the island.



Act IV: Slave Pit



You wake up in a cell. Walk toward the solid metal door and it will open. Enter the arena and you'll face off against Mihoko, an assassin under a powerful mind control spell. Use running Y button attacks to inflict big damage. When her health runs out, she'll become momentarily dazed, grab

her with the R button to remove the bending from her forehead and break the spell. If you miss the grab or wait too long, her health bar will refill and you'll have to fight again.

After rescuing Mihoko, you'll face the pit monster, a lumbering beast that spits acid and causes small shockwaves when it charges around the arena. Stay behind it, out of its reach, and wait for it to squat down a bit after making a few attacks. Jump onto its back and climb up to its head—this is the time to attack. Three hits will finish the pit monster and open a hole in the wall through which you can escape.



Pull the lever on the left to open a large door back in the arena. It leads to a cavern with a mushroom and pistol. Return to the levers and try the one on the right. It opens a small door in the arena, but the lever is broken. Mihoko will hold it open for several seconds; run back into the arena

and through the door to enter the animal pens.



The lion pens form a grid of cages, with an exit on the far side. You must make your way through the empty cells to reach the exit. The animal keeper runs around on top of the cages, lifting doors to let the lions move from cage to cage. If a lion and Rhama are in the same cell, Rhama will take a lot of

damage. Keep an eye on the movement of the tigers and make your way through the empty cages to the exit.

In the room above the lion cages, you'll face off against the animal keeper. He brings two lions up from the cages to use against you. The lions are surprisingly slow (you can even stun them with Y button attacks), and the animal keeper does more running away than fighting. Simply chase after him and attack him until he falls; the lions will drop with him.



Pull the lever next to the door to open the reinforced cell with the keys and Rhama's sword. Now you must clear the central path through the animal cages by lifting the gates between cages so the lions and panthers can move through. If you lift a gate between two cages containing a lion and a panther, they'll trade places. When you've cleared the center path through the cages, a cutscene will show that the path is safe. Go downstairs and through the cages to collect the keys and sword.

Act IV: Slave Pit



Run back upstairs to the room above the cages and you'll fight the sabertooth tiger. Use jumping kicks followed by hand-to-hand combo attacks. When the tiger glows blue, it's invulnerable to attack. Jump toward it, kick as you land and immediately follow with whatever attacks you can muster

before it runs away. Keep repeating this tactic and you shouldn't have much trouble beating the tiger.

Use the key to unlock the door leading back into the room where Mihoko is waiting. Unlock the other door here, which leads into the prison area. Fight the guards and open the first cell door to collect a pistol. The other doors are locked and your key doesn't fit, so head down the corridor, you'll fall through a trap door and be dumped into another fight in a large cavern below.



The giant pit monster has the same attacks as the smaller version you faced in the arena, but it does more damage. It's also taller, so you'll have to climb up one of the rocks in the area and jump onto the beast from there. Attacking the monster's head will stun it and knock it flat on its

back. You'll have a short amount of time to scramble up onto its belly and get some hits in before it regains its footing. If you attack fast enough, you can defeat this pit monster after knocking it down just two times.

Climb the walls to reach the waste chute, then climb along the roof above the chute to exit the cavern. This leads to the torture chamber, where you'll need to defeat several enemies. Pull both levers in the room—they open doors elsewhere in the area—and exit the chamber via the red double doors.



It's time to battle the head jailer and take his keys. He's not much of a fighter, and Mihoko will join the battle as well. His one trick is to occasionally pull the lever that opens the trap door leading into the large cavern below, so make sure you're not standing on the trap during the fight. While he's

putting away his sword and pulling the lever, he's still vulnerable to your attacks, so be sure to get a few good combos in each time he does this. When he's defeated, head along the corridor and you'll come to one of the doors you opened from the torture chamber. There's a pressure-sensitive plate in the floor in front of the door; if you step on it, the door will close. Jump over the plate to the door and you'll be able to make it through before it closes. Take the triangle handle key and the pistol from the room, then return to the corridor.

Back in the corridor, turn right and take the first passage on the right to enter a large room with two levers and several guards to fight. Pull both levers. One of them opens a door directly across the room from the levers. There's a pressure plate on the floor; stepping on it



will activate a door trap. Pick up the square handle key from the floor. Return to the main corridor and head left to the jail cells, and Bosun (be sure to collect the mushrooms in the cells).



Now head back down the corridor toward the torture chamber, but follow the second passage on the right. You'll find a long narrow walkway over a pit of water. There are giant hammers suspended from the ceiling here; stepping on the pressure plates on the walkway will set them

swinging across your path. Step on a plate, quickly step back, then run across when the hammer passes by. Repeat this for all of the traps to reach the end of the bridge. The two keys (triangle and square) open the door at the end, and a lever there will deactivate the hammers.

To open the door, both handles must be lifted at the same time. Lock on to one handle and order Bosun to use it. Use the other handle at the same time, and the door will open. Explore the docks to find a mushroom and a pistol, then enter the large cave nearby. There's a gate leading into the palace here. You'll need to scale the wall to get past the gate, then open it from the other side to let Bosun and Mihoko through.



In the next area, enter the cave behind the royal box overlooking the arena. This leads to a second gate. Climb the walls to the right of the waterfall and jump across to the platform. Get a running start and jump to the rocky outcropping, then climb to the top to find the door leading to the next area.

The room of death (filled with buzzsaws, spikes and flames) leads to the secret sword for this area. However, as the name suggests, it's instant death to go in there. Instead, follow the passage to the right of the room. When you come to the large gap, jump to the wall and drop down into



the room of death just in front of the metal door. Jump through the door as it opens to collect the sword. To leave the room of death, jump back across the boiling water to the platform in front of the door, then turn around and jump to the high platform with the exit door.

Follow the spiral staircase down into a tunnel. Head down the stairs there and pull the chain to open the second gate and let your companions through. Fight the guard before returning to the tunnel and taking the stairs leading up. Follow the spiral staircase up until you see an outcropping of rough rock on the wall to the right. Jump there and climb to the top.



Cross the beam of wood, then climb up the cliff and across the outcropping to reach a small opening in the mountainside. Jump across to the staircase and head down to let Mihoko and Bosun through the third gate. At the top of the staircase are the mechanisms. As long as Mihoko and Bosun are with you, you'll automatically use the bars to open the door leading out and finish the stage.

Act V: Slave Palace



From the start, head to the right along the ledges. The path is easy to follow, although the flaming rocks from the palace catapaults can make the going tough. Keep checking the positions of incoming rocks as you progress—getting hit by a rock or its flames does a lot of damage.

Carefully jump across the large columns. If a jump is too short, hold the R button and you might still be able to grab hold of the side of a column and climb to the top. The columns lead to a small cave that runs under the palace. Inside the cave, fight the guards and find the water hole in the far corner. Jump in and swim through the underwater passage to emerge in a new cavern. Wall-jump to the small ledge.



Climb the patches of rough rock to the top; you'll soon climb out of a well and onto the palace grounds. Fight the guards and follow the path leading into the gardens. Head through the gardens until you reach the courtyard with the catapaults and drawbridge. Pull the lever here to lower the draw-

bridge. Bosun and Mihoko will join you inside the palace now.

Follow the courtyard around until you reach the panther enclosure. Jump over the fence and pull the lever to open the gate and let your companions through. The animals will come out to attack you, but if you hop up onto the rocks and let Mihoko and Bosun handle the fighting, they won't get killed, and you won't lose any health. When the cats are all defeated, head to the far side of the enclosure and jump onto the raised walkway. You'll find a lever that opens a cell where two of your crewmen are being held. Go down the stairs and open the second gate, then re-enters the enclosure. Stand on the cradle of the catapult and it will launch you onto the palace rooftop. Turn right and drop into another garden area with a well and a large log.



You can't move the log on your own, and the well doesn't lead anywhere, so head through the passage to unlock the large door that's keeping your companions from joining you. Return to the log and Bosun and the crewmen will help lift it. The group uses the log to smash through the main gate of the palace.

From the main entry hall, take the passage to the right to reach the kitchen. Fight the guards, then pull the second lever to cover the fire pit. Stand on the cover stone and jump up into the chimney above the fire pit. In the next room, go up the stairs and follow the walkway to a small courtyard with a catapult. Use the catapult to launch yourself up to the top of the guard tower.



Fight the elite guard in the room atop the tower and take the statue key before opening the doors leading out of the tower. A timer will start, so run down the stairs, ignoring the guards you pass. You'll run through several rooms along the way—avoid the flames, steam, boiling water and falling debris

and keep heading down the stairs until you exit the tower.



At the bottom, you'll find that Mihoko has been caught in Wei-Long's force field attack. Jump up to the rafters and cross above the force field. Enter the room where Wei-Long is concentrating on keeping his field up to rescue Mihoko. Follow Mihoko through the next door and you'll be in the

main hall of the palace. You can put the first key into the lock on the wall near the large doors. Return to the entrance hall and enter the room opposite the hallway that led to the kitchen.

Use the ventilation ducts along the wall to reach the high hallway. Fight off the guards, then climb onto the statue's shoulders and break each of its earrings. This causes the statue's head to fall into the pool below, breaking open a hole in the floor. Dive down into the hole and you'll find a large underwater tunnel with a strong current. Look along the side walls for a smaller tunnel that's lit by a green crystal at its entrance. Follow this tunnel and you'll reach a grate in the wall. Move the grate, swim through, and you'll emerge from another pool.



Use the ledges in the walls to reach the top of the harem tower. The inside of this tower is a giant lock. You must turn the wheel to unlock it. This might seem difficult, but it's actually very easy. Simply start by turning the wheel to the left. Keep turning it until you hear a loud noise at the start of a turn. Now reverse direction and turn the wheel to the right until you hear the same loud noise. Each time you hear the noise, reverse direction until the tower unlocks.

Head up the spiral staircase, staying to the far left side to avoid the stone block traps and trap doors along the way. At the top, you'll have to fight another elite guard; this one uses hand-to-hand combat and will try to throw you over the balcony, which will kill you instantly if you hit the ground at the bottom of the tower. If you have a strength potion, drink it and then use running Y button attacks to quickly defeat him. After doing so, you'll automatically rescue Calverly. Take the second key from the floor before retracing your path back to the baths (the room with the giant statue) and out into the main courtyard (where the drawbridge is located).



In the courtyard, lock on to the treasurer (he's sitting on top of the tower) and talk to him. Calverly will steal his key while he's distracted. Walk out onto the lowered drawbridge and unhook the chain, sending it back to its casing inside the courtyard. Use the key on the pedestal to lower the treasury tower. Walk to the hook and use it to attach it to the treasury door. Pull the lever that locks the drawbridge chain, then use the pedestal key again to raise the tower, pulling the door from the small building at the top. Finally, turn the pedestal key to lower the tower and walk into the treasury to recover the third key.

Return to the main hall and insert the second and third keys into the wall near the large doors. Now head up the stairs and through the door on the second level of the main hall. You'll rejoin Mihoko and Calverly will unlock the gate there to let you into the next room. Climb the stairs and jump onto the moving platform, then to the ledge that leads into the next area.



Act V: Slave Palace



In the next room, you'll find a series of springboards. Stand on the springboard on the ground floor (be sure to stand near the back) and it will automatically propel you up and onto the next board. Continue this process until you reach the exit. Follow the passageways to the next room.

Next up: the room of fire. To exit, you must stay off of the floor for 20 seconds. This means you'll need to balance on the poles while avoiding the flame jets. Before you start climbing poles, though, look at the flame jets on the walls. Two of them aren't working, so one of the poles is safe. Get to the safe pole quickly and you'll easily defeat the room of fire.



Mihoko will join your party in the next room, which means that you can give her some basic orders. You'll need her help to traverse the room's many walkways and ladders. To reach a high walkway, order Mihoko to use a broken ladder. She'll jump to the walkway. You can jump up now, and

Mihoko will pull you up alongside her. On the first walkway (with the ring in the middle) you'll need to jump up to another walkway, then make a running jump across to the far walkway. From here, you can use Mihoko to negotiate two more broken ladders and leave the room.

To obtain the fourth and final key, you must defeat another elite guard. This one uses grapples and can dizzy you repeatedly. Use the Y button to shake off a dizzy spell and to break his grapple attempts. Keep attacking until he's defeated. With the final key in your possession, return to the main hall and open the double doors leading to the governor's private quarters.



Ask Mihoko to pull the lever in the next room and the locked lift will rise up, sending a counterweight down to the ground floor. Climb onto the counterweight and ask Mihoko to pull the lever again, bringing the lift down and raising the counterweight to the top. Climb the stairs to the top of the tower to face the governor. Before the fight, you must put your weapons on the table in the room. The governor goes after Faith, leaving his bodyguards to attack you. Protect Faith by keeping the pressure on the governor until he's defeated.

Act VI: Ankon



Swim to shore and investigate the wrecked golem. It's missing several pieces needed to repair it, and Faith suggests that they probably fell into the sea. Time for some more deep-sea swimming.

Head into the water and you'll find the first golem piece near the shore, on the edge of the drop into deeper waters. Next, dive deep into the underwater chasm until you spot the shipwreck. Mihoko can give you air underwater—select her from the character menu and then select "air." Swim to Mihoko and she'll transfer some of her air to you.



Enter the wreck through the hole in the main deck. Swim toward the rear of the ship and you'll find a hole in the floor leading down to the next deck. Swim through the door in the back wall and turn right. Swim through an opening in the ceiling to find the second golem piece. When you

collect it, the ship will begin to capsize—you'll have 30 seconds to retrace your path back outside before it falls into the chasm!

Swim ahead toward the coral reef formation. On the other side of the reef is a small ruin; the third golem piece is inside.



Swim to the left around the coral and dive deeper to find some more ruins. Look for the buildings with the black and white roofs and you'll find the fourth golem piece on a rooftop. Now swim back up to the coral reef formation and

enter it from the top. About midway down, you'll find the fifth and final golem piece sitting on a rocky outcropping. Return to the shore and enter the golem to pilot it against the hydra.

This battle can be either very easy or ridiculously difficult. To defeat the hydra, you must throw it into the lava pit. This means that if the hydra gets too far from the lava, the battle will likely drag on for a long time. Luckily, the hydra starts the battle just in front of the pit. Don't waste any time—run straight at the giant monster and jump-kick it toward the pit, then grab and throw it into the lava. If you're quick enough, that's all it takes to win this clash of the titans. When the battle is over, climb down to the ground and enter the building that the golem is sitting on.



Fight the skeletons inside the main hall (they behave exactly the same as the human enemies you've been facing up to this point), then enter the door on the left wall to meet up with Faith. Go back to the main hall with Faith and Mihoko in tow. Head up the stairs on the right and look for a broken ladder on the walkway to the left. Order Mihoko to climb to the top, then tell Faith to do the same. Give Faith a boost up, and Mihoko will pull her to the top. Tell Mihoko to use the ladder again, and jump toward it to have her pull you up as well. Head through the nearby door.

In the laboratory, look on to the stone door and have Faith open it. Defeat the skeletons in the next room, then crawl through the crack in the wall to enter the library. Now you need to get Faith into the library. Exit via the door on the right wall to get back to the main hall, then jump down to the ground floor and return to the broken ladder. Faith is waiting patiently there. Have her jump down (make sure you catch her), then take the long way back to the library, around the walkway on the walls (be careful of the giant fungus along the way). In the library, have Faith use the button on the pedestal to start the moving platforms.



Act VI: Ankon



Back near the crack in the wall where you first entered the library, climb up to the shelves and then ride the moving platforms to collect the lizard key. Jump onto the next platform, then onto the open shelves on the top row. From there, hop to the last platform and it will take you to the shelf with the Alligator key. Next, return to the main hall.

Climb down to the huge tree. Find the area with a large red mushroom and climb up to the ledges near the blue mushrooms. Enter the tree and carefully drop down to the lower ledge, then walk over to the platform with the secret sword for this stage. Exit the tree and enter the door to collect the herb. Return to the library to show the herb to Faith.



To restart the generator, you must manipulate the arms of the three boxes on the far wall. The correct sequence, starting from the box on the left, is left, left, center. Return to the main hall and drop down to the bottom floor again. The door on the right side of the tree is powered up and can now be opened.



Inside the room is another hydra egg (try to avoid all of them now; getting too close will cause the dangerous baby hydras inside to hatch) and a hollowed-out section of tree root. Follow the root to an open chamber, where you'll need to wall-jump and then climb a vein of rough rock to enter the flaming library. To reach the key, head up the shelves to the left, then climb the rough rock wall over to the other side of the room. Tra-



verse the shelves there until you reach the key. To escape the library, drop straight down from the shelf with the key, head down the stairs and out the side passage.



Back in the main hall, turn left and enter the next door on the left. Fight the golem in the next room, and have Faith open the stone door. In the next room is the fuse you'll need to give power to the large doors in the main hall. Return to the generator room and place the fuse in its spot on the floor.



Now go to the large doors in the main hall and have Faith use one of the buttons while you use the other. This will open the doors and give you access to the map room. In the map room, head to the back and down the stairs.



There's a small room there with a small boulder blocking beams of light. Move the beams and return to the main map room. Fight the skeletons that appear and move to the area with several pedestals in front of the hologram head.



Pressing the button on each pedestal will cause the hologram head to speak a different sound. You must get the head to sound out "Epheremy." The buttons to do this are the second from the left, the sixth from the left and the fourth from the right. You'll need to have Faith and Mihoko use two of the buttons while you use the other. Just show it to get her to finish this stage and move on to Epheremy!

Epheremy



After the statue is destroyed, head through the door to the right; it leads to a garden. There are two transform rings and four crystals in this area. Go right and climb up and over the rocky wall to find the first transform ring.



Go back to the main garden area and head through the door in the back to find the transform circle. Have Faith use it and Rhema will shrink down to doll-size. Return to the garden (you'll need to ask Faith or Mihoko to open the door for you now).



Head to the far right wall and climb the tree. Walk out on the long branch and jump across to the branch of another tree to find the first crystal. The crystal is far too large for Rhema to pocket in his diminutive state, but you can push it off of the tree for collection from the ground later. Next,

head toward the transform circle door and jump into the pool of water on the left. Swim through the pipe to enter the golem lab.



In the lab, one of the golems is activated and will try to crush you. Jump onto the platform in the middle of the room and stand on the far green button. Wait for the golem to attempt to crush you, then back off the button and the golem will activate it instead. Repeat with the second button.

This one will open the door leading to the garden, allowing Mihoko to enter the lab and defeat the golem.

Next, you'll need to ride the mechanical arms to reach the three crystals in the room. First, climb onto the open chest's lid and jump to the platform. Climb onto the first mechanical arm, then transfer to the next two arms to ride up. Jump into the alcove, then climb up to the crystal and push it off the edge. Now take the mechanical arms across to the large platform suspended from the ceiling in the middle of the room. Take the arms on the other side across and make your way through the steam jets. Climb the fencing to reach the shelf with the second crystal. Open the cage and push the crystal onto the floor.





To get the last crystal, go back to the chest, get up on the lid and run along to the right, jumping to the ledge. Follow the ledge along, under the shelf with the crystal; you'll find a small opening in the wall at the far end. Jump up into it and follow along to reach the shelf with the crystal.

Open the cage and the crystal will drop to the ground level. Return to the transform circle and have Faith return you to normal size. Now collect all four crystals and the second ring (from the main platform in the golem lab). Return to the area with the broken statue. Enter the door to the left of the broken statue.

The Air Castle consists of floating platforms and ruins. Hidden among these structures are six more crystals and two rings. You'll need the rings first. From the start, head to the right until you reach the first tower. Look for the floating pieces of staircase that mark the bottom of this tower.

Climb to the top and jump to the platform with the water ring.



From the water ring platform, drop down and hold the Jump button to let the currents lift you back up. Look around and you'll spot a ledge near the bottom of one of the large rocks with a crystal on it. Float toward it, or grab onto the nearby rock and jump over to the ledge to collect the crystal. Go into the cave from there and you'll find the Epherem secret sword in an alcove (look for the pistol on the edge).

Search around the area to find a couple of the crystals—one is on a platform with a golem. The golems are easily dispatched by three pistol shots, or a few Y button attacks from the Epherem secret sword. Be careful when fighting the golem on the platform; its spinning arm attack will knock you off.



Find the building with two golems guarding the main room. Head upstairs and climb up the floating platforms to the top. Run across the floating ruins and activate the water circle to raise a water tube nearby. Swim to the top, then jump to the platform with the air ring. Return to the

main room of the building (where the golems were) and activate the water button on the pedestal near the door. Swim through the tube to enter the locked room and activate the air button located there to start a series of blocks outside floating upward. Ride a block to the top and jump to the roof of the tower. Climb to the top to find a crystal.



You now have the tools necessary to find the remaining crystals. Look on the top of the towers, and keep an eye on the indicators in the lower corner; they will start flashing when you approach a crystal. Use the air circles to gain a temporary super jump and the water circles to create water tubes to reach inaccessible areas. When you've collected all of the crystals, you've completed the Air Castle area.



Return to the statue room and use the earth circle to repair the statue. Climb up the statue's staff, then climb around its waist to reach the rocky wall behind it. Climb up the wall to reach the top and find the lift button to allow Faith and Mihoko to join you.

From the golem lab, return to the statue room and then out near the docks; you'll find the lift to return to the top of the island. Head to the right, negotiating the rocky path to reach a secluded area with the golem lying on the ground. You can take the heartplug from there.



Return to the lift and head in the other direction. Use the earth circle on the ground to raise pillars leading up to the area where the mandrake root can be found. To reach it, you must jump across the pillars within the time limit. Return to Faith in the golem lab.



When the floating castle lowers, head to the main door; Faith will automatically open it for you. Inside, take the lift up to the next floor. You'll face off against Brice, the gun-toting bad guy you defeated earlier in the game. Mihoko, Faith and the golem are all with you, and Mihoko and the golem will help fight.



On the next floor is Farrant, another formerly living henchman of Jabez, back for revenge. Farrant uses hand-to-hand attacks and will power himself up to take a run at you. This is his most damaging attack, so try to avoid it or counter it with your own running Y button attacks.



On the next floor, Jabez's final re-animated cron, Darvil, will challenge you. Darvil is a grappler, and despite his big talk, he's the easiest of the trio to defeat. Just stay out of his grab range and swing away with your sword to drop the bulky but brainless bad guy. After he's defeated, take the key from the ground and head through the door. Choose which girl to save from Jabez by running to her. This decision only affects the ending cutscene.



Finally, the epic last battle against Jabez. It's very similar to all of the other battles you've fought against oversized monsters during the game. Climb to high ground (the rough rock wall along one side of the area leads to a nice ledge at just the right height) and jump onto the Jabez beast. Climb up to

the top of its back and look for the dark spot where a spine is missing. Stab here to stun the monster and reveal Jabez's human body just above the creature's head. Jump over the spiked tentacles to land on the monster's head, then turn and attack Jabez. Repeat this process to defeat Jabez and win the game.



I couldn't fit anything but a walk-through in the first part of the guide, so here's some additional information about the

Private Actions and inventions. Unfortunately, there isn't enough space in this issue for a complete inventions list, so you'll have to wait another month for full details...not to mention the data I've been compiling on the secret dungeons, Battle Trophies and Gemmy recreation activities. We'll try to squeeze as much as we can into next month's issue. The optional activities take even longer than the main story in this game!

STAR OCEAN

Till the End of Time

Part Two
by Charlotte Chen



PRIVATE ACTIONS

Private Actions (or PAs) are optional events that trigger depending on a number of factors, like the selection of characters in your party or the time you speak to a specific NPC. The choices you make during PAs influence which character appears with Fayt during his epilogue after the end credits. To the right is a flowchart indicating which choices you should make during specific PAs in order to maximize your chances of viewing all of Fayt's possible epilogues. After you complete the PAs on this flowchart, you also need to use a certain number of love potions on each character. For this flowchart to work, you must ONLY trigger the PAs indicated. On the following pages, I've included a list of all the possible PAs; the ones listed in the flowchart are identified with colored squares. PAs from the first section of the flowchart are marked with red squares. After the split, the PAs under Branch 1 are identified with blue squares, and the PAs under Branch 2 are marked green. Sometimes the same PA is mentioned in both branches, but the choices you must make are different, so refer back to the flowchart as you go through the list.

Note: Some PAs are also parts of the main storyline cinema, and will trigger by themselves. These don't have any effect on emotions, so they are not listed in the flowchart.

Flowchart footnotes:

- A) This is the path for choosing Nel and Peppita as your two optional characters.
B) Don't let Peppita join your party.
C) This is the path for choosing Albel and Roger as your two optional characters.

PA No.	Choice
5	1
7	1
8	1
9	2
13	1
14	—
15	4
16	—
17	2
20	3
22	1
24	1
25	1
26	3
29	1
30	1
41	1
43	1
46	1
47	2
48	3
55	1

At this point, SAVE YOUR GAME, since there are two branching paths you can take from this point onwards.

Branch 1 (Nel + Peppita Path)

PA No.	Choice
58	1
59	1
62	—
63	2
64	1
66	A
70	3
83	—

Branch 2 (Albel + Peppita Path)

PA No.	Choice
56	—
58	3
59	2
61	—
62	—
63	2
64	1
66	B
67	—
68	1
70	1
76	C
80	—
81	—
82	3
83	—
84	3

POSSIBLE ENDING EPILOGUES

The main ending of the game remains the same, but the individual epilogue for Fayt varies slightly according to how you manipulate the Private Actions. These all depend on how the other characters feel about him. Fayt's "Solo" epilogue occurs if none of the characters like him. There is also a potential "Couple" epilogue between Fayt and each character, depending on which one he has the most affinity with at the end of the game. However, if you did not let Adray join your party the first time he asked, you'll never see his "Couple" epilogue, no matter how high his emotion levels are at the end of the game. Lastly, there is an individual "Roger" epilogue you can see if you never met Roger at all during the course of the game. Right before fighting Luther again, play around with the love potions to influence the ending outcome. Check the chart below to see how to manipulate the character relationships.

Albel and Roger Path

Epilogue	# of Love Potions used on character	Fayt	Roger	Adray
Maris	1	1	3	—
Roger	—	—	3	—
Albel	—	1	3	—
Adray	—	—	—	—
Solo	3	1	3	—

Nel and Peppita Path

Epilogue	# of Love Potions used on character	Fayt	Sophie	Nel	Peppita	Mirage	Adray
Fayt	—	—	—	5	—	3	—
Chif	1	7	—	5	—	3	—
Nel	—	7	—	5	3	3	—
Peppita	—	—	—	—	—	—	—
Mirage	—	7	2	5	—	3	—
Adray	—	—	—	4	—	—	—
Solo	2	7	—	5	—	3	—

PRIVATE ACTION CHART



No. 1: Trash Picking

Action: Look at the trash can inside Room 105.

Time Frame: Before entering Fight Simulator.



No. 2: Family Rivalry

Action: Talk to Sophia while walking on the private beach, before talking to Fayt's parents.

Time Frame: Before entering Fight Simulator.



No. 3: Pick-Up Artist

Action: Approach the girl in the blue swimsuit on the private beach:

1. Uh, something like that.
2. Some kid. Never seen her.
3. My girlfriend! Pretty cute, huh?

Time Frame: Before entering Fight Simulator.



No. 4: Making Amends

Requirement: This only activates if you chose either #1 or #2 during PA No. 3.

Action: Go back inside after fighting on the beach.

Time Frame: Before entering Fight Simulator.



No. 5: Peppita Appears

Action: Enter the northwest room on the first floor:

1. No, I believe you.
2. You're exaggerating a bit, aren't you?

Time Frame: Before entering Fight Simulator.



No. 6: No Trespassing

Action: Walk toward the barred door in the back of the Rossetti Troupe's dressing room.

Time Frame: Before entering Fight Simulator.



No. 7: Fight Simulator #1

Action: Look at the blue terminal on the wall in the central lobby:

1. Don't worry, I'll protect you.
2. I see. You don't like hanging out with me.



No. 8: Fight Simulator #2

Action: After entering the Fight Simulator, you can choose to review the tutorials or start the game immediately.



No. 9: Fight Simulator #3

Requirement: Win the first battle in the Fight Simulator.

Action: After winning, you get a couple of choices:

1. Let's try again.
2. Let's just give up.



No. 10: Fight Simulator #4

Requirement: Win the second battle in the Fight Simulator.

Action: After winning, you can continue or end the session.



No. 11: Fight Simulator #5

Action: Lose or escape during any of the Fight Simulator battles.



No. 12: Rossetti Troupe Warning

Action: Go to the Rossetti Troupe's dressing room and talk to Peppita after the hotel is attacked.

Time Frame: Before leaving the Grandeur Hotel after the Vendeen attack.



No. 13: Peppita's Apology

Requirement: Speak to the Rossetti Troupe in Room 509 first, then walk in and out of the transporter room.

Action: Walk toward Peppita near the eastern stairwell:

1. No, that's not true.
2. Why couldn't you just mind your own business?

Time Frame: After visiting Room 509, before entering Room 506.



No. 14: Prutentious Earthling

Action: After speaking to all the passengers in the lounge, go into the hallway and check the staircase to witness this event.



No. 15: Are You My Type?

Action: Go to the bridge and one of the men sitting near the windshield will ask your blood type:

1. Tell him it's A.
2. Tell him it's B.
3. Tell him it's O.
4. Tell him it's AB.

Time Frame: After the Hdrre is attacked, before getting on an escape pod.



No. 16: Rossetti Troupe Warning #2

Action: After speaking to all the passengers crowded near the escape pod entrance, go back downstairs and talk to one of the Rossetti Troupe members.



No. 17: Prime Directive

Action: While inside your escape pod, you can choose:

1. Let's check it out.
2. I'm sure it's okay.



No. 18: Teen Angst

Action: After defeating Norton, walk toward the northern area of Whipple Village.



No. 19: Cliff's Worries

Action: Talk to Cliff near the entrance to the Ainyglyph Aqueducts:

1. I'm worried about Mirage.
2. I never dreamed something like this would happen.

Time Frame: After resting in Kinsla, before defeating Shelby.



No. 20: Nel's Thanks

Action: Talk to Nel on the second floor of the inn in Kinsla after you rescue her:

1. I just felt like it.
2. I thought I should make it up to you.
3. You can't expect us to abandon you!

Time Frame: After defeating Shelby, before speaking to Claire afterward.



No. 21: Family Relocation

Action: Speak to the family with the Hen-Pecked Husband inside the house in the southern part of Arias, then exit.

Time Frame: After defeating Shelby and speaking to Claire, before speaking to Dion in Aquaris.



No. 22: Moonshadow Clan

Action: Talk to one of the men inside the bar in the eastern district of Pe-terry; you can tell him that you've heard of the Moonshadow Clan, or that you've never heard of them before.

Time Frame: Before resting at the inn in Pe-terry.



No. 23: Fairy Water

Action: Give the Fairy in the Duggus Forest water that does not come from a glittering spring, and everyone will think you're a jerk.



No. 24: Roger Appears

Action: Approach the shack on the southwest side of the Duggus Forest. After an easy battle, you can allow him to join your party temporarily if you want.



Time Frame: Before rescuing Ameena.

No. 25: Roger Again

Action: Approach the group of kids on the southwest side of Surferio. You can support Roger and acquire the seven Ancient Books, or take a pass.



Time Frame: After rescuing Ameena, before defeating Crossell. Note: Using the clues in the Ancient Books, you can find various treasures. The catch is that these treasures only appear if you find them prior to defeating Crossell. Here are the locations indicated by each book, and the prize you receive:

Ancient Book I: Duggus Forest, inside the clearing where you fought the Mudman boss. Look at the rocks on the left side of the screen. (Heath Berries)

Ancient Book II: Kinsla Caverns; look at the torch to the left of the Hauler control panel. (Magi Berries)

Ancient Book III: Sealed Cavern, in the coffin in the room a little southeast of the one with the second statue switch. (Intellect Berries)

Ancient Book IV: Ancient Ruins of Mosel; in the conference room, use the Ring of Disintegration to open the stalwell on the east. Go down until you reach the Deepest Reaches, which is beneath the Subterranean Waterway. Look at the throne in the room with Count Mattakun and the giant Runic Chess board. (Strength Berries)

Ancient Book V: Barr Mountains; let the air dragon carry you to the nest full of baby dragons and look at the skeleton on the ground. (Elven Slippers)

Ancient Book VI: Bequerel Mines; go to the outdoor area near the refinery. Look at the tree roots that are near a view of the lake below. (Demonbane Cross)

Ancient Book VII: Urssa Lava Caves; look at the torch to the left of the giant bunny statue. (Rabbit Ears Chalice)

*Don't bother getting the Strength Berries. The bosses inside the Ancient Ruins of Mosel, Deepest Reaches, are extremely high level for characters who have not defeated Crossell yet. It's not worth the trouble.

No. 26-31: Ruddle and Rumina #1

Action: Walk toward them inside one of the rooms in the Peberry Inn:

1. You should take the north gate.
2. Go east, of course.
3. It's south. Didn't you know that?
4. West. No question about it.



Time Frame: After rescuing Ameena, before the war.

No. 29: Ruddle and Rumina #2

Requirement: Pick #3 during PA No. 26.

Action: Approach them inside the Arias inn:



1. Go out through the northwest gate.
2. Easiest way is through the southwest gate.
3. Actually, you should go east.

Time Frame: Before the war.

No. 30: Ruddle and Rumina #3

Requirement: Pick #1 or #2 during PA No. 28.

Action: Approach them inside the Atryglyph inn:

1. You already passed Kinsla.
2. You're almost at Kinsla.

Time Frame: Before the war.

Note: To recruit Izak, the secret inventor, go to Kinsla and buy the Blueprints from Rumina after you complete the above PAs. Next, recruit the inventors Vanilla, Meryl and Dejion. Get the AI Program from one of Blair's coworkers on the fifth floor of Sphere 211. Approach the broken-down mech near the inn in Surferio and Izak will automatically join.

No. 32: Nervous Man #1

Action: Talk to the nervous man inside his house on the eastern side of Aquios. This makes PA No. 33 happen. There are no emotion level changes.



Time Frame: Before meeting the queen.

No. 33: Follow Nel #1

Action: While following Nel to the throne room, wander around on the first floor into other rooms. This will make everyone think you're a jackass.



No. 34: Follow Nel #2

Action: While following Nel to the throne room, wander around on this second floor into other rooms. Causes the same effect as above.



No. 35: Elena and Dion Power Struggle #1

Requirement: Anger Nel during PA Nos. 33 and 34.

Action: Talk to Elena twice while wandering the castle, before talking to the queen. There are no emotion level changes, but you already made everyone dislike you by performing PA Nos. 30 and 31.



No. 36: Nervous Man #2

Requirement: You must have performed PA No. 32.

Action: While leaving the throne room, this will trigger automatically.



No. 37: Elena and Dion Power Struggle #2

Action: After deciding to get copper, leaving Aquios once, then talking to Dion, before actually getting it.



No. 38: Fayt's Worries

Action: Speak to Cliff in the northern district of Peberry.

Time Frame: After deciding to get copper, but before actually getting it.



No. 39: Fervent Man #1

Action: Talk to the guard standing near Arias' eastern exit: I'll do what I can. 2. Leave it to me. 3. So you're saying the situation is grave?



Time Frame: After deciding to get copper, but before actually getting it.

No. 40: Fervent Man #2

Requirement: Choose #3 during PA No. 35.

Action: Talk to the guard again.

Time Frame: After deciding to get copper, but before actually getting it.



No. 41: Claire's Worries

Action: Speak to Claire in the conference room in Arias.

Time Frame: After defeating the dragon knights waiting on the path to the Bequerel Mines, before getting the copper.



No. 42: Farleen's Rest

Action: Check on Farleen inside a guest room in Arias headquarters.

1. Leave her alone.
2. Try poking at her cheek.

3. Try tickling the end of her nose.

Time Frame: After getting copper, before returning to Aquilos.



No. 43: Adray Appears

Action: Speak to the queen in the Aquilos throne room. Adray stomps in and tries to join your party.

1. Yes
2. No

Time Frame: After Ameena and Dion reunite, before starting the war.

Note: If you say "No," you can't see Adray's "Couple" epilogue no matter how high the Emotion Levels are.



No. 44: Dion Prepares for War

Action: Speak to Dion in the southwest area of Arias.

Time Frame: Prior to resting in your room at Arias headquarters, before the war starts.



No. 45: Claire Prepares for War

Action: Speak to Claire in Arias headquarters before the war starts and she'll ask you if you're ready.

If you say "no," there will be a few emotion changes. You can also skip this entirely by trying to leave through the southwest exit.



No. 46: UFO Sightings

Action: Speak to the Gossiping Peddler sitting at a table in Peterny's central district.

1. Yes, I really want to hear about it.
2. I think I'll pass.

Time Frame: After the queen asks you to check the Sacred Orb, before actually checking it.



No. 47: Suicide Bombers

Action: Speak to the Unrealistic Girl inside a house in Kinsla.

1. Yes, it's true.
2. No, it's not true.

Time Frame: After the war ends.



No. 48: Maria's Worries

Action: Speak to Maria in the Arias cemetery.

1. But you have the same strange power, right?
2. No! I'm just a normal human being!
3. You may be right, but...

Time Frame: After the war ends.



No. 49: Elena's Methods

Action: Speak to Elena in her office.

Time Frame: After the Secret Passage underneath the castle chapel is opened.



No. 50: Adray's Philosophy

Action: Speak to Adray near the Ainyglyph Aqueducts while escorting the queen.



No. 51: Nobles

Action: Speak to the nobles sitting at the table in the front room of the Peterny inn.

Time Frame: After the conference in the Ancient Ruins of Mosel, before defeating Crosell.



No. 52: Follow Wolter #1

Action: While Wolter is leading you to Albel, speak to him twice and he'll walk faster.



No. 53: Follow Wolter #2

Action: While Wolter is leading you to Albel, walk around and check other rooms first.



No. 54: Blades of Ryusen

Action: Speak to Wolter in the office of his mansion in Kinsla.

Time Frame: After Albel joins your party, before defeating Crosell.



No. 55: King's Letter

Action: Speak to the king in his office in the Ainyglyph castle.

1. Okay, I'll deliver the letter.
2. I'm sorry, but I must refuse.

Time Frame: After the conference in the Ancient Ruins of Mosel, before defeating Crosell.



No. 56: King's Letter #2

Requirement: You must pick #1 during PA No. 55.

Action: Speak to Elena in her room on the first floor of the Aquilos castle.

Time Frame: Before defeating Crosell.



No. 57: King's Letter #3

Requirement: You must have activated PA No. 56.

Action: Speak to the king in the Ainyglyph castle.

Time Frame: Before defeating Crosell.



No. 58: Albel and the Art of War

Action: Speak to Albel in Peterny's western district.

1. You lacked compassion for others.
2. I suppose it was bad luck.
3. The king should have been more ruthless.

Time Frame: After Albel joins your party, before defeating Crosell.



No. 59: Albel (Optional Character 1)

Action: Rest at the Peterny Inn:

1. I hate you.
2. Not really.

Time Frame: After Albel first joins your party, before defeating Crosell.

Note: Performing this PA and choosing #2 as your answer will make Albel the first character to permanently rejoin your party later on in the game. If you recall, there are four optional characters; you can choose only two of them and the time windows between recruiting Optional Character 1 and Optional Character 2 are fairly far apart. The potential Optional Characters are Albel, Nel, Peppita and Roger. Also, if you don't do anything special, Nel will become Optional Character 1 by default.



No. 60: Roger (Optional Character 1)

Action: Check one of the southern houses in Surferio.

Time Frame: After Albel joins your party, before defeating Crosell.

Note: Performing this PA will make Roger the first optional character to rejoin your party later on in the game.



No. 61: Breaking Up

Requirement: You must have performed PA No. 56.

Action: Go to Elena's room on the first floor of the Aquilos castle.

Time Frame: After defeating Crossell, before starting the fight with the Vindictor.



No. 62: Cliff and the Federation

Action: Speak to Cliff in his room on the Aqualis.

Time Frame: Before resting in your room on the Aqualis.



No. 63: Sophia's Worries

Action: Speak to Sophia in her room on the Aqualis.

Time Frame: After speaking to Commodore Wittcomb, before resting in your room.



No. 64: A Good Night's Sleep

Action: Speak to Sergeant Glim in the southwest room on the starboard side of the ship. He'll ask if you got a good night's sleep.

Choose the first to say yes, second for no.
Time Frame: After resting on the Aqualis, before reporting to the bridge the next morning.



No. 65: Peppita's Negotiation Skills

Action: Go to the bar on the northern side of the Moonbase with Peppita in your party.

Time Frame: After defeating the Proclamur.



No. 66: Peppita (Optional Character 2)

Action: While leaving, Peppita tries to join this party permanently. If you let her, she'll join your party. If not, she won't. There are no emotion level changes.

Note: Be careful; if you already have one other optional character and you say "yes" to Peppita, she'll become your second optional character.



No. 67: Sophia's Worries

Action: Speak to Sophia in her room on the Aqualis.

Time Frame: After leaving the Moonbase.



No. 68: Albel's Disdain

Requirement: Albel must be in your party.

Action: Speak to Albel while walking around Arkives:
1. As long as you understand.
2. Just cut it out already!

Time Frame: After entering the Eternal Sphere, before entering Sphere 211.



No. 69: Ranking Battle Team Name

Action: Go to the Battle Arena in Gemity and the attendant will ask you to choose a name from a list of eight:
1. Knights Between Time

2. Steel Knights
3. Arthur and the Knights of the Teatable
4. Rebels Without an Existence
5. Arcane Warriors of the Black Brigade
6. Mystic Dragon Eyes
7. Onward! Defrosted Tuna Team
8. Fayt and Company



No. 70: Let it Snow

Action: Speak to Sophia on top of the Airglyph tower:
1. There's no need to worry so much, is there?

2. Everything happens for a reason.
3. You should be a little more serious.

Time Frame: After entering the Eternal Sphere, before entering Sphere 211.



No. 71: Light Source

Action: Speak to the bookworm in the Runological library on the first floor of the Aquilos castle:
1. That 'light' must have been faster than normal light.
2. The celestial ship probably exploded from the inside.

3. It's probably just like you said.

Time Frame: After entering the Eternal Sphere, before entering Sphere 211.



No. 72: Roger's Playmate

Requirement: Roger must be in your party.

Action: Speak to Roger on the second floor of the Armorer in Kirsia.

Time Frame: After entering the Eternal Sphere, before entering Sphere 211.



No. 73: Niklas and Meena

Action: Warp to Vanguard III using the Eternal Sphere terminal in Gemity and go to Niklas' house in Whipple Village.



No. 74: Albel (Optional Character 2) #1

Requirement: Albel must not be in your party.

Action: Speak to Waiter in his mansion in Kirsia and he'll give you hints on where to find Albel.

Time Frame: After entering the Eternal Sphere.



No. 75: Albel (Optional Character 2) #2

Requirement: You must perform PA No. 71 first.

Action: Go to the Urssa Lava Caves and enter the cavern where you fought Crossell:
1. Win and let Albel join you.
2. Win and refuse to let Albel join you.
3. Win with a completely full party already.
4. Lose.

Time Frame: After entering the Eternal Sphere.



No. 76: Roger (Optional Character 2)

Requirement: Roger must not be in your party, and you must not have chosen two optional characters already.

Action: With an empty slot available in your party, speak to Roger in the Surferio Inn:
1. Allow him to come along.
2. Try to dodge the question.
3. Silently walk away.
If you choose #1, he'll join your party; if you choose #2, he won't. If you choose #3, you can reactivate this PA by speaking to him again. There are no emotion level changes.



No. 77: Nel (Optional Character 2)

Requirement: Nel must not be in your party, and you must not have chosen two optional characters already. There are no emotion level changes.

Action: With an empty slot available in your party, speak to Nel in her room on the first floor of the Aquilos castle. Recruit her by telling her that you don't have time to stay.



No. 78: Adray Again #1

Requirement: You must not have let Adray join your party earlier.

Action: This happens automatically after the Queen in Aquilos lets you use the Sacred Orb.



No. 79: Lieber's Jealousy

Action: Walk toward Marietta and Steag on the upper deck of the Diplo.

Time Frame: The second time you board the Diplo.



No. 60: The Sword of the Crimson Scurge

Requirement: Albel must be in your party.

Action: Walk towards the king in the Airyglyph castle.

Time Frame: After teleporting down to Ellicor II using the Diplo transporter.



No. 61: Wedding Rumors #1

Requirement: You must have performed PA Nos. 55, 56, 57 and 61.

Action: Speak to the maid in the empty room on the second floor of the Airyglyph castle.



No. 62: Wedding Rumors #2

Requirement: You must have performed PA No. 61.

Action: Go to the Aquilos castle and speak to Mel inside the chapel. She will introduce you to the bride:

1. Congratulations.
2. Isn't that a political marriage?
3. [Note: This might be considered a "spoiler," so I haven't listed the specific dialogue.]



No. 63: Adray Again #2

Requirement: You must have let Adray join your party when he first appeared in the game.

Action: When you try to leave Surferio through the northwest exit, he'll automatically rejoin your party.



No. 64: Princess Sophia

Action: Speak to Sophia on the balcony of the Aquilos castle:

1. Are you unhappy with me, my princess?
2. Why even say that? There's no princess, anyway.
3. You're an idiot.

Time Frame: After deciding to go the Fire wall, and leaving Aquilos once.

Note: There are two possible results when you choose #1. If Sophia's feelings toward you are positive, she'll be receptive. If not, she'll laugh at you. Therefore, there are actually four possible results.



CRAFTSMAN'S GUILD GUIDE

Inventing

Through item creation, it is possible to make some of the best weapons and accessories in the game. There are eight different invention categories: Cooking, Alchemy, Crafting, Compounding, Smithing, Writing, Engineering and Synthesis. All the playable characters have marginal talent levels in each category, but in order to create the most useful items, you'll need to recruit NPC inventors. Many of these recruits will have talent levels significantly higher than the characters in your party.



During item creation, you can use a total of three inventors on one assembly line. The sum total of the talent levels for these creators (check the talent levels by pressing Δ in the development menu) must meet or exceed the rating value of the item you're trying to create, otherwise the attempt is guaranteed to fail. There are some items in the game that increase your chances of success if you have them in your inventory. For example, if you found the Cherubic Bust in the Palmira Plains, you gain an automatic 20% talent boost when you try to create an item through Crafting.

Success Rate Item Chart

Category	Item	Location
Cooking	Keen Kitchen Knife	Gemity, Outfitter store
Alchemy	Alchemist's Stone	Ancient Ruins of Barr
Crafting	Cherubic Bust	Palmira Plains
Compounding	Multi-flask	Aries, treasure chest outside
Smithing	Smithy Hammer	Arkives, Flad's house (upstairs)
Writing	Enchanted Pen	Shrine of Kaddan (Disintegrate east wall of hallway with black-and-white spikes)
Engineering	NC Program Disk	Moonbase

After you select the inventor(s) you want to use and choose a category, you're able to choose between "Original Creation" and "Specify Plan." When you select Original Creation, the cost shown affects the item you attempt to create. If you want to change the cost, simply choose Original Creation again and it will randomly change to a different number. Specify Plan means you want to refine an item that's already in your inventory, in order to increase its strength or to remove negative attributes. For example, if you choose Specify Plan and refine your Boots of Prowess (+5% Attack/Defense), you can maximize the attribute associated with it to +30% Attack/Defense. When you're ready to start the creation process, press \square and two bars will start to move across the screen, a quality bar and a time bar. Whenever the time bar completes one leg, the faces of the creators in your assembly line will make one of three faces: happy, depressed or asleep. When the faces are happy, it means they successfully created an item. If you continue to let the time bar run afterward, they'll add an additional factor to the item (if it has more than one) or make multiple copies of the same item. If you want them to stop, just press \times and choose to submit the item.



There are several other things you need to consider when inventing. Many of the NPC inventors have time and cost modifiers. This can sometimes change the cost of the item you're trying to create. Let's say you want to craft an item that has a cost of 100. If you use Stanice (Cost -20%), Balbados (Cost +50%) and Aqua&Evia (Cost +10%) you need to add the modifiers to the original cost: $100 (-20\% + 50\% + 10\%) = 140$. Also, if you speak to the NPCs while inside the workshops, they'll make comments to let you know how they feel about the facilities. This may have an effect on the quality of their work. Notably, blacksmiths prefer to work in Kirsia, and alchemists perform better in Aquilos.



Inventors

Welch Vineyard makes periodic announcements over your Compact Communicator. The most important one is "Entry," which indicates a selection of new NPC inventors available for recruitment. Although it is possible to speak to the NPC inventors at any time, you can only recruit them after they have been announced. The following chart lists the NPC inventors in the order they're announced, plus information on how to recruit them and their basic stats. There is one secret inventor Izak, who is never officially announced. Refer to the Private Actions section of this guide for further information. The first chart shows the cost/time modifiers for the characters in your party, while the more detailed one below shows the information about recruited inventors.

Character	Time Modifier	Cost Modifier
Fayt	0%	0%
Cliff	+5%	0%
Maris	0%	-10%
Sophia	0%	-5%
Nel	-5%	0%
Roger	+5%	0%
Nel	0%	+5%
Peppita	-10%	+10%
Adray	-25%	+30%
Mirage	-5%	-5%

Inventor	Location	Contract Fee	Category	Talent Level	Time Modifier	Cost Modifier
Damda Mooda	Aquios	Winking Sage Cider	Cooking	8	0%	+10%
Milanya	Arias	3,200 fol	Compounding	19	0%	0%
Mayu	Kirisa Training Center	Adorable Kitty Doll	Cooking	20	0%	-30%
Eliza	Aquios	10,000 fol	Alchemy	4	-30%	0%
Grats	Bequeral Mines Refinery	13,500 fol	Smithery	25	0%	0%
Stanice	Surferio	Limited-Edition Doll	Crafting	20	-30%	-20%
GOSAM	Peterny	Potion of Youth (Fake)	Compounding	9	0%	+20%
Mackwell	Aquios	Book of Prophecies 1	Alchemy	31	+40%	0%
Rigel	Kirisa	Golden Curry	Cooking	47	+40%	0%
Misty Lear	Bequeral Mountains	Spirit Stone	Alchemy	50	0%	0%
Lias	Airlyglyph	28,000 fol	Smithery	36	0%	+20%
Dejaon	Airlyglyph	Ultimate Bomb	Engineering	6	-20%	+40%
The Killer Chef	Surferio	Keen Kitchen Knife	Cooking	75	-30%	0%
Cornelius	Airlyglyph	Sunrise Dictionary	Writing	15	-40%	0%
Balbados	Mosel Dunes	Antique Jewelry	Crafting	37	-40%	+50%
Mishell	Aquios	85,000 fol	Writing	35	0%	+10%
Gusto	Peterny	60,000 fol	Smithery	60	-20%	0%
Vinilla	Urssa Liva Caves	30,000 fol	Engineering	32	0%	+30%
Ansch	Aquios	Philosopher's Stone	Alchemy	100	-20%	0%
Puffy	Maze of Tribulations	Experimental Remedy	Compounding	57	-40%	0%
Aqua & Evlin	Peterny	20,000 fol	Crafting	49	0%	+10%
Meryl	Peterny	Drumela's Tool Set	Engineering	46	+30%	0%
Caunt Noppen	Airlyglyph	150,000 fol	Writing	40	0%	+40%
Boyd	Arias	Bent Mystic Blade	Smithery	95	+50%	0%
Chilico	Surferio General Store	82,000 fol	Crafting	60	+80%	-10%
Osmin the Sage	Airlyglyph temple	Strange Book	Writing	73	+40%	0%
Louise the Diviner	Surferio house	32,000 fol	Compounding	90	+30%	0%
Izak	Surferio	[See PA Section]	Engineering	65	-50%	0%

Contract Fee Items

1. Winking Sage Cider: Dropped by the drunken bandit enemies in the Duggus Forest.
2. Adorable Kitty Doll: Craft invention. See below.
3. Limited-Edition Doll: In a green chest in the Duggus Forest, in one of the areas with rolling boulders.
4. Potion of Youth (Fake): Compound invention. See below.
5. Book of Prophecies 1: In a small gray chest in the Shrine of Kaddan. You need to use the Ring of Disintegration to access the room it's in.
6. Golden Curry: Cooking invention. See below.
7. Spirit Stone: In a chest in the Ancient Barr Ruins.
8. Ultimate Bomb: Engineering invention. See below.
9. Keen Kitchen Knife: Buy at the Outfitter's in Gemity. Get two, since it also increases the Cooking success rate.
10. Sunrise Dictionary: In a green chest in the Moonbase.
11. Antique Jewelry: In a chest in the Kirisa Caverns. You need to ride the Hauler Beast and command it to go in these directions: Left, Right, Stop. Get off and use the Ring of Disintegration to access the chest.
12. Philosopher's Stone: Alchemy invention. See below.
13. Experimental Remedy: In one of the small gray chests on the second floor of the Maze of Tribulations. It falls down among a large group of similar chests after you disintegrate the blocks near them.
14. Drumela's Tool Set: In a green treasure chest on the fifth floor of Sphere 211.
15. Bent Mystic Blade: Redeem in Gemity for 100 points while betting on the bunny races. This requires either extreme luck or patience, since the bunny races are random.
16. Strange Book: Writing invention. See next page.

Inventions Chart

There are hundreds of potential inventions to make, and not all of them are useful. Some of the more silly ones include "Repulsive Lump" and "Humiliating Earring." However, there are some incredibly valuable items you can invent later on in the game, as long as you've got the money and inventors with high talent levels. I've listed a few of the more useful items in the game, some of which you'll probably want to make several times. Also, if you check the "Invention Info" on your main menu and look at the list of inventions, the default cost for inventing an item is always 10% of its price. When using "Synthesis" to attach different factors to your weapons, you can add a maximum of eight. "Cost" refers to DEFAULT item cost without any of the inventor's modifications. "Line" indicates which inventors you need to include for that particular item, although you'll want to add on others in some cases to pad out the talent levels. Even if you don't visit any workshops, the inventors will start to create various items on their own. If you did not recruit them, however, you'll be paying a higher price at the stores than if you'd managed to file a patent.

Invention	Default Cost	Rating	Line	Function
Cooking				
Golden Curry	63	65	Fayt, Nel, Mayu	Recruit Nigel
Alchemy				
Philosopher's Stone	12	100	Elza, Mackwell, Misty Lear	Recruit Ann-Is*
Shell Sapphire	2,300	90	Ansala	Synthesize to weapon to add "Freeze"
Rainbow Diamond	3,090	95	Ansala	DEF +100, recover 10 of 100 dmg from fire attacks, recover 10 of 100 dmg from earth attacks
Dark Crystal	3,700	95	Ansala	INT +500, Chaos (Attack effect)
Orichalcum	5,700	98	Ansala, Misty Lear	ATK +500, Survive on Fury when incap (50% success)
Crafting				
Adorable Kitty Doll	200	2	Fayt, Nel, Stanice	Recruit Mayu
Blue Tailsman	260	20	Aqua & Evia, Maria, Sophia	No HP damage 10% of the time; refine up to 30%
Red Tailsman	260	20	Aqua & Evia, Maria, Sophia	No MP damage 10% of the time; refine up to 30%
Amulet of Freedom	800	30	Aqua & Evia, Maria, Sophia	Immunity to paralysis
Ring of Erudition	640	70	Sophia, Maria	Increase EXP 20%
Boots of Prowess	2,480	99	Chifco, Stanice, Sophia	Increases ATK/DEF +5%. Max. refinement raises this to +30%
Sleeve Necklace	4,100	80	Chifco	1/2 casting time
Compounding				
Potion of Youth (Fake)	5	65	Cliff, Albit, Louise	Recruit Goss-m
Syrupy Potion	20	40	Louise, Milanya	Heals 30% HP/MP. Can be refined up to 100%
Melotop Stun Bomb-R1	121	40	Puffy	Cuts HP damage and stuns enemy
Umabo Stun Bomb-R3	121	40	Puffy	Causes MP damage and stuns enemy
Resurrection Mist	210	10	Louise, Milanya	Resurrect party with 30% HP/MP. Can be refined up to 100%
Verdurous Potion	310	30	Louise	Recover 100% HP
Gripping Stun Bomb-R2	731	40	Puffy	Cuts HP damage and stuns enemy
Durien Stun Bomb-R4	731	40	Puffy	Causes MP damage and stuns enemy
Roe Tablets	3,060	99	Louise	Invincible for 30 sec. Can be refined to 120 sec. (No attacks)
Smithing				
Vin'sly	100	100	Boyd, Gusto	Good sword for Fayt
Mythril Gauntlets	450	100	Boyd, Gusto	Good gauntlets for Cliff/Mirage
Astral Armor	4,530	99	Boyd, Gusto	Good armor
Writing				
Dated Tome	1,500	60	Mishell, Osman the Sage	Learn the "Loot Item" Battle Skill
Damaged Tome	1,500	99	Osman the Sage	Learn the "Lucky Star" Battle Skill
Strange Book	6,000	95	Fayt, Mishell, Cornelius	Recruit Osman the Sage
Engineering				
Ultimate Bomb	180	80	Fayt, Cliff, and Maria	Recruit Dajson the Invention King
Battle Sphere	301	50	Muryl, Izak, Fayt	Create Battle Sphere tool

*Note: You MUST include Elza and/or Pepprie as part of your assembly line. Save your game beforehand. You must try this over and over again until you succeed, and it's likely you'll fail a LOT before making it. It took me 36 tries before it succeeded. Sometimes it helps to change the order of the inventors on the assembly line—and if you talk to the inventors, you can figure out if they like the workshop they're in. Try using the workshops in Aquios or Kirsia, since Alchemists seem to like those better. It's much easier to make this after you recruit Ansala; unfortunately, it's the item you need to use to recruit Ansala. Pure evil, I tell you.

Synthesis

Synthesis is different from all the other categories in that it refers not to item creation or refinement, but to affixing different factors to your weapons, such as the ability to absorb fire damage, increase attack power, or grant immunity to various status ailments. Only the playable characters can synthesize weapons, and the attempt will only fail if you run out of money.

Well, I've run out of space again. Come back next month and I'll try to wrap up this strategy guide once and for all.



SELECT GAME PREVIEWS

The purpose of Select Game Previews is to show you a select group of new and up-

coming games so YOU can influence the contents of *Tips & Tricks*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *Tips & Tricks* Select Game Previews, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *Tips & Tricks*.



TONY HAWK'S UNDERGROUND 2

Publisher: Activision

In Stores: October



We've had some hands-on play time with the latest in the Tony Hawk series, and we are hooked! In *THUG 2*, you can switch between your own fully customizable skater and a pro teammate, each with his or her own specific goal list and unique challenges. A "special guest" character and a "secret" character are also hiding in each stage; after locating and unlocking them, you can take control of them and attempt to

complete another set of wacky challenges or unlock more goals for the

other skaters on your team. Not all goals are completely skateboard-oriented; you may need to transport a hospital patient to meet Tony in one stage, or pelt citizens with tomatoes in another. You can also trigger events (like the L.A. "earthquake" in Tony Hawk's Pro Skater 3) which will modify the terrain and lead to hidden areas or new obstacles. If you didn't care for the linear storyline of last year's *Underground* game, there's a "Classic" mode with timed skating sessions and old-school THPS goals like collecting S-K-A-T-E, achieving a certain score and even collecting each stage's secret tape. We've seen some pretty funny and interesting things in the

game so far, including a character who strongly resembles the infamous Internet "Star Wars Kid" and a strange character who seems to be doing some type of exotic dance in front of a goat. (?) Developer Neversoft has changed the look of the game a bit; the character designs are more stylized and slightly less realistic, and the tricks are more outrageous than ever. Jackass star Jason "Wee-Man" Acuna has been added to the roster of pro skaters, while the special guests and secret characters include...Benjamin Franklin? (Yes, that Ben Franklin!)





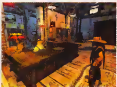
ODDWorld: STRANGER

Publisher: EA

In Stores: March 2005



The Oddworld series takes a new direction with Oddworld: Stranger. Abe and Munch are nowhere to be found, but the story still takes place in the darkly humorous universe of Oddworld. The Stranger is a bounty hunter with lion-like features who tracks down outlaws for his payday. This is a much more action-oriented game than the previous, puzzle-based Oddworld chapters. The gameplay switches between a third-person perspective (for platform-style action) and a first-person view (when the Stranger equips a weapon). Keeping with the peculiar Oddworld theme of the food chain hierarchy, the bullets that the Stranger uses are actually live animals which can be shot at enemies for different effects!



RESIDENT EVIL: OUTBREAK FILE #2

Publisher: Capcom

In Stores: February 2005



There's nothing like good, old-fashioned zombie-slicing to unwind after a tough day at the office, especially with some equally zombie-phobic friends watching your back. Resident Evil's signature style may be less intellectual than the soul-searching, psyche-warping titles of recent memory, but it has become the equivalent of survival horror comfort food. Resident Evil: Outbreak File #2 continues the story of eight regular citizens stupid enough to live in Raccoon City: Population 8 and going down fast. Single-player mode lets you play with two computer-controlled characters as a support team, and online multiplayer supports up to four players. New environments, enemies, puzzles and unlockables flesh out the unique "group horror" experience of the original Outbreak.



RESIDENT EVIL 4

UPDATE!

Publisher: Capcom

In Stores: February 2005

Resident Evil 4 has hit a little bit of a snag and will miss this holiday season, but GameCube owners will still be lining up in droves when the game hits early next year. This is a Resident Evil game unlike any of the other ones you've played before. It focuses on pure action with an over-the-shoulder camera perspective that allows you to target



enemies. Leon S. Kennedy is back, six years after his stint as a Raccoon City cop in Resident Evil 2. Now a top-secret U.S. agent, his job is to find the President's daughter, Ashley. Once Ashley is rescued, Leon and Ashley must work together as a team. Most of what we've seen takes place in a desolate European farming village, but there's also a battle against torch-wielding zombie monks in a medieval castle! We can't wait!



STAR WARS BATTLEFRONT

Publisher: LucasArts

Available Now



New features have been announced since our last preview of Battlefront, so here's an update. There are three different modes of play, including "Historical Campaigns" mode, where you can relive the most memorable battles from the Star Wars films. Players can choose soldiers from four different factions: Rebel Alliance, Imperial Army, Republic Clone Army or Separatist Federation Battle Droids.

Each faction has one of four specific soldier classes including Infantry, heavy weapons specialists, scouts and pilots. You also have the option of playing in first- or third-person perspective, with the latter choice offering more of an action/adventure feel. Any piece of hardware on the battlefield can be fired, flown or operated, which gives a feeling of immersion not felt in any previous Star Wars game.





KILL SWITCH

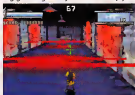
Publisher: Namco

Available Now



Kill Switch takes cover in your GBA! Take aim, take cover and clean house—the gameplay is exactly the same as the PlayStation 2 and Xbox versions. Although the action takes place on the smaller GBA screen, you'll still have a full

3-D environment so you can take cover anywhere. You can also use blind fire if the going gets rough and you want to keep your pretty head intact. The GBA version has six levels, each with a menacing boss waiting for you at the end. With three different modes to unlock and conquer, *Kill Switch* may be taking cover in your GBA for quite a while.



BLINX 2: MASTERS OF TIME & SPACE

Publisher: Microsoft

In Stores: November



Blinx: The Time Sweeper starred a cat with the ability to manipulate time as if life could be TiVoed, with settings to rewind, stop, slow or fast forward. *Blinx 2: Master of Time & Space* marks the return of Blinx and his cat pack, as they battle the evil swine syndicate. In the sequel, it's possible to play as one of the portbellied criminals and use their abilities to manipulate the fabric of space, calling up black holes and wormholes at will. There's also a two-player cooperative mode and a combative mode that supports up to four players. One of the most interesting new features is the ability to customize your character's face, body and clothing, with over 25 characteristics that can be tweaked in 100 different ways. Times sure have changed!



TY THE TASMANIAN TIGER 2: BUSH RESCUE

Publisher: EA

In Stores: October

Also on **PlayStation 2** Ty the Tasmanian Tiger rebounds like his signature boomerang weapons, returning for a second round of bushwhacking in the great Australian Outback. This time he's got the Burrumudgee Bush Rescue mates backing him up as he tries to thwart the plans of escaped convict Boss Cass and his reptilian minions. Ty can use 21 different upgradeable boomerangs, including the Ka-boomerang and the Megarang. He can also use "Mech units" which grant him special powers, such as the ability to swim in lava or shoot lasers. Adding to the overall package are some unlockable cart racing mini-games, perfect for taking a cruise through the beautiful recreation of Australian wildlife, with more than 100 indigenous characters cavorting in environments like deserts, rain forests and beaches.



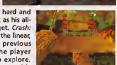
CRASH: TWINSANITY

UPDATE

Publisher: Vivendi Universal

Available Now

Also on **Xbox** In *Crash: Twinsanity*, long-time enemies Crash Bandicoot and Dr. Neo Cortex team up to take on a larger, more dangerous enemy. Teammates they may be, but old habits die hard and Crash abuses Dr. Neo Cortex as his all-purpose weapon and gadget. *Crash: Twinsanity* steps away from the linear, track-based gameplay of previous Crash games and gives the player huge, wide-open areas to explore. Players will find various secrets, side missions and mini-games scattered throughout the world. The game still has plenty of familiar action for loyal Crash fans, like spinning, jumping on crates and collecting the ubiquitous Wumpa fruit. Award-winning animation filmmaker and writer Jordan Reichek of *Ren & Stimpy* fame has been hired to infuse the game with gut-busting humor. *Buru-buga!*





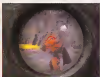
CONKER: LIVE AND RELOADED

Publisher: Microsoft

In Stores: March 2005



The infamous Nintendo 64 game *Conker's Bad Fur Day* has been completely recreated for the Xbox with much-improved graphics and unparalleled attitude. Of course, gaming's notoriously naughty squirrel is not just back to relive old times; this Xbox Live-enabled frag-fest includes deathmatch and campaign storyline modes that promise to deliver more of the non-stop action, humor, gratuitous violence and innuendo that Conker is known for. Six character classes are available for online play: Skyjockey, Long Ranger, Grunt, Demolisher, Thermophile and Sneaker, each with signature weapons and abilities. Devastating weapons including camera-guided rockets, acid throwers and grenades, all sure to please fans of Conker and singing pils of poo.



ADVANCE WARS: UNDER FIRE

Publisher: Nintendo

In Stores: 2005



Advance Wars was the first of Nintendo's *Wars* titles to reach the U.S., but the series has been going strong for years in Japan, where each new title was named after the console on which it was played (e.g. *Famicom Wars*, *Super Famicom Wars*, *Game Boy Wars*). This new GameCube update replaces the turn-based strategy combat and 2-D graphics of the GBA games with enhanced 3-D graphics and real-time combat. Strangely, the game's developer, Kuju Entertainment, previously produced PS2 and Xbox games which also had the word "fire" in their titles: *Fire Blade*, *Fire Warrior* and *Reign of Fire*. Our only question: Why not call it GameCube *Wars*?



GRAND THEFT AUTO: SAN ANDREAS

Publisher: Rockstar

In Stores: October



As most of you know by now, *Grand Theft Auto: San Andreas* takes place in the early '90s in a city much like Los Angeles, where gangsta rap rules the airwaves and Rodney King is still a fresh reminder of injustice. Your character, Carl Johnson, starts off with a laughable bicycle as transport, but soon graduates from the "hood into full pimp-meister glory with limos, guns and of course, the ladies. Carl needs to stay in shape, however, since his steady diet of fast food can turn his lean Snoop Dogg physique into William "The Refrigerator" Perry! It's up to the player to keep Carl in shape by doing various physical activities. Carl can also swim (unlike Tommy Vercetti), thus adding a whole new gameplay feature to the GTA series. The release date is just around the corner and all will soon be revealed!



HALO 2

[UPDATE!]

Publisher: Microsoft

In Stores: November



The single-player mode of *Halo 2* is still a mystery—we've been told that it revolves around saving Earth from some type of disaster—but the multiplayer Xbox Live functionality is all that and a bag of Jay's potato chips. Multiplayer modes include Slayer, Team Slayer, Capture the Flag and Assault, which is kind of like Capture the Flag with bombs. Various weapons from the original game have been upgraded to balance them out, with the shotgun still the best overall choice for killing. If an opponent is driving a vehicle, you now have the ability to boot them out and take control, *Grand Theft Auto* style. As a bonus, a special *Halo 2* Xbox Live Communicator with enhanced clarity will be sold separately when the game is released. The hype is completely justifiable; *Halo 2* is a must-have Xbox game, plain and simple.



XENOSAGA EPISODE II: JENSEITS VON GUT UND BÖSE

Publisher: Namco In Stores: 1st Quarter 2005



Loosely translated, "Jenseits von Gut und Böse" is German for "beyond good and evil"—which happens to be the title of a book by philosopher Friedrich Nietzsche. The *Xenosaga* series hasn't lightened up one bit. Like the first game, the sequel is heavy on the cinematic interludes, introducing new elements of the story revolving around the Zohar, the Gnosis threat to humanity and humanity's own inherent flaws, all wrapped up in a role-playing game featuring incredibly deep turn-based combat strategy. Characters can be customized 100 different ways, and the battle system has been tweaked to include team combination attacks and improved boosting options. If you're familiar with the first game, you'll be happy to see the return of Shion, KOS-MOS and other characters who debuted in Episode I.



SPIKEOUT BATTLE STREET

Publisher: Sega In Stores: November



Sega is resurrecting the arcade hit *SpikeOut*, which never made it to any home console despite engaging gameplay that brought fighting-game fans back to the days of *Final Fight* and *Double Dragon*. *SpikeOut Battle Street* comes to the Xbox complete with online play for up to four players; it's the first online console game in the scrolling street beat-'em-up genre. Players can explore the vast 3-D world engaging in hand-to-hand melee combat against massive amounts of enemies. Playing online will reward you with bonus features such as downloadable items, stories, extra characters, sound files and more. Can Team Spike stop Team Inferno? Will Spike wipe the streets clean with his rival Michael? The answers await us this winter.

DONKEY KONGA

Publisher: Nintendo Available Now



Fans of music-based games are itching to get their hands on Nintendo's DK Bongo controller, which is included with the purchase of *Donkey Konga*.



In the chase of *Donkey Konga* (MSRP: \$49.99). Depending on the on-screen prompts, up to four players will be called upon to hit either or both of the two bongos, to perform a sustained drum roll or even clap their hands in time to more than 30 pop, classical and Nintendo-related songs. The handclaps are sensed by the controller's built-in microphone, but we found that you can also trigger the handclap sensor by whacking the side of either bongo. Developed by Namco, *Donkey Konga* has become so popular in Japan that a sequel is already available there.

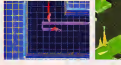
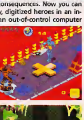


TRON 2.0: KILLER APP

Publisher: Buena Vista In Stores: October



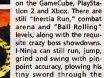
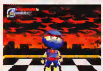
The first feature film to include computer animation, *Tron* is a classic Disney movie which has turned into a cult classic among video-game aficionados. In the story, a man gets sucked into a computer and engages in cycle racing, disorienting and other sporting events with potentially lethal consequences. Now you can step into the roles of *Tron* and *Mercury*, digitized heroes in an internal struggle against the *Corruptor*, an out-of-control computer program bent on taking over the world. (Aren't they always?) The characters can be upgraded, and you can also play in a multiplayer mode with up to three other people in Light Cycle combat featuring Tank and Recognizer modes. The original *Tron* arcade game is included as an unlockable bonus.



**I-NINJA**

Publisher: Namco

In Stores: November



The cutest little ninja ever to wear blue pajamas, *I-Ninja* leaps into the Game Boy Advance and in a miniaturized version of his previous console adventures on the GameCube, PlayStation 2 and Xbox. There are still "Inertia Run," combat arena and "Ball Rolling" levels, along with the requisite crazy boss showdowns. *I-Ninja* can still run, jump, grind and swing with pinpoint accuracy, plowing his tiny sword through the Ranx soldiers facing off

**DEAD OR ALIVE ULTIMATE**

Publisher: Tecmo

In Stores: October



This two-disc collector's edition package includes a version of the first *Dead or Alive* game that was originally released in Japan for the Sega Saturn, plus an Xbox conversion of the PlayStation 2 game *DOA Hardcore*. Minor game-play enhancements have been implemented in the move

**OTOGI 2**

Publisher: Sega

In Stores: October

**Otoggi 2**

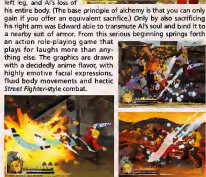
Otoggi 2 begins right where *Otoggi: Myth of Demons* left off, with Raikoh returning to his grave after saving Japan from a horde of demons. Naturally, a few demons failed to get swept up by the hero and have regrouped to take over Japan once again. Re-awakened by the ritualistic martyr of five brave warriors, Raikoh rises from his grave once again to take on the new breed of evil. This time, Raikoh is helped by the souls of the five dead warriors, allowing the player to have control over six different characters. You must strategically choose the appropriate character for each stage in order to successfully tackle the game. *Otoggi 2* has been built from scratch on a totally new game engine with even more incredible graphics and outstanding physics.

**FULL METAL ALCHEMIST**

Publisher: Square Enix

In Stores: March 2005

Full Metal Alchemist documents the quest of two young brothers on a search for the legendary Philosopher's Stone. Both were injured during a failed attempt to resurrect their deceased mother using alchemy, which resulted in Edward's loss of his left leg, and Al's loss of his entire body. (The base principle of alchemy is that you can only gain if you offer an equivalent sacrifice.) Only by also sacrificing his right arm was Edward able to transmute Al's soul and bind it to a nearby suit of armor. From this serious beginning springs forth an action role-playing game that plays for laughs more than anything else. The graphics are drawn with a decidedly anime flavor, with highly emotive facial expressions, fluid body movements and hectic *Street Fighter*-style combat.



METAL SLUG ADVANCE

Publisher: SNK

Available Now



Forget about those Metal Slug games on the NeoGeo Pocket: The undisputed king of 2-D video-game art and animation is finally coming to a much more powerful handheld, the Game Boy Advance. Metal Slug Advance is a new, original action game with five missions packed with hidden areas, mazes and hostages to rescue. The game actually keeps track of every hostage you save and compiles their names into a giant list called the "Rescued Hostages Record." A new "Metal Slug E-Card" reward system allows you to change the status of your character as you discover new E-cards for your collection (not to be confused with e-Reader cards; these are in-game cards which only exist on the screen).

DYNASTY WARRIORS 4: EMPIRES

Publisher:

Available Now

Also on N64 Charging maniacally on horseback while cutting down hordes of enemies, with your sword to your front and loyal soldiers to your rear, the Dynasty Warriors series took the "hack-'n'-slash" gameplay popularized by computer games like Diablo and converted it into a base tactic for full-scale war. In Empires, you're on the offensive in Conquest mode, as you invade territories, consider officer proposals and strategize the distribution of resources to maximize your effectiveness as an invading force. Start with a single region and expand to 24 until you bend the entire Empire to your will! Capture enemy generals and force them into your army! There's also a "Vs." mode and new options to customize your character's appearance and voice, with selections for both male and female types.



ALTERED BEAST

Publisher: Sega

In Stores: November



"Rise from your gravel!" Yeah, it has been a long time since the arcade-to-home conversion of Altered Beast appeared as the pack-in game for the original model of the Sega Genesis. A completely new game based on the arcade hit, Altered Beast sends you to investigate a deadly genetic outbreak in a small west coast town. Operating alone and with minimal information, you quickly realize that your mission will ultimately become a battle for survival. In order to defeat evil, you must become "more" than evil itself. As in the original game, you can morph into creatures such as a werewolf or bear—but this time, each form has unique combat techniques and skills which will be put to the ultimate test as you fight through the 3-D landscape. Welcome to your doom!

SCRAPLAND

Publisher: Enlight

In Stores: November

Scrapland executive producer American McGee is honest enough to admit that the game's free-roaming structure "capitalizes on the success of games like Grand Theft Auto III," but he also promises to "take the action one step further." A large-scale action/adventure with combat and racing elements, the game features a clever storyline—a murder mystery set in a futuristic world of robots—and a hero named D-Tritus who can transform into 15 different character types. D-Tritus is also a skillful mechanic and pilot who can build and modify hundreds of different types of vehicles. The real key to Scrapland, though, is the artificial intelligence of the characters you meet and the diversity of your interactions with them.



READER MAIL

If you send us a letter,
Earl will deliver it to us.



TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

FACTORY SEALED

Has the whole world gone crazy, or is it true that people are spending over \$400 for a copy of a dirt-common video game like *The Legend of Zelda*, just because it's "factory sealed"? My eyes practically bugged out of my head when I read about this in your Collector's Closet column. Don't these people know that it's possible to reseal games?

—Justin Krzus
Baltimore, MD

It is crazy, but if you look closely at online auctions, you'll find that a seller will not get a premium price for a sealed game unless he or she provides very high quality photos that clearly show evidence of an original factory seal (such as the horizontal "seam" on the back of many Nintendo-produced cartridge boxes, which is difficult for a "reseller" to reproduce).

The comic book and trading card collectible industries have been revolutionized by the acceptance of trustworthy "grading" services, third-party experts who evaluate the condition of an collectible and enclose it in a protective seal with a numerical quality rating and specific comments about blemishes and/or reconstructive work that may have been performed on the item. Graded items often command premium prices in online auctions, because the buyer can be confident that the seller is giving an accurate description of the item's condition.

Most professionally-graded collectibles are permanently sealed, never

to be enjoyed (or even touched!) again, so it's a good thing for players that there is no professional video-game grading service that we know of...yet. Until one appears, the original shrinkwrap is often a buyer's only guarantee that a game is in factory-fresh, mint condition.

NEW CHEATS

I have a suggestion for your magazine. When you add new cheats to the "tips" sections, you should highlight them so your regular readers don't have to go searching through 3,000 tips to find the ones we need. Just put them in a different color or something so they stand out. Other than that, your magazine is perfect. Thanks!

—Matt McLearn
Shreveport, LA



Original factory shrinkwrap
can multiply the value of a
collectible video game.

We hear this request a lot, and we actually have some very good reasons for not doing so. We won't go into them all, but here's the main reason: *Tips & Tricks* is competing with several other magazines and hundreds of different websites that offer cheat codes. And after reading our magazine for 10+ years, many of them have figured out that they don't have to bother testing the codes that we print before they copy them—because of our rigorous testing and careful

documentation, they know that our codes always work. If we were to call their attention to our hottest cheats, we'd just be making it easier for people to rip us off more quickly. It's really upsetting to spend days testing and documenting exclusive cheat codes that

we've discovered ourselves, only to have one of our subscribers post them on a website (usually without even being kind enough to give us credit for the discovery) days before the magazine has been fully distributed to the newsstands. We have slowly come to accept the fact that we can't stop this from happening, but we do try to slow down the process. The way it's set up now, it only takes seconds for you to look and see if we have cheat codes for a specific game that you're having trouble with...but wholesale thievery of our exclusive cheats is going to require a bit of effort.

Having said that, we are considering a minor change to the Tips pages within the next few months; watch for it.

INTO INTERVIEWS

I just wanted to tell you how much I enjoyed Charlotte's interviews with [Silent Hill producer] Akira Yamaoka and the three Final Fantasy staff members in your August issue. I usually don't expect much more than tips (and, of course, tricks) from your magazine, so these interviews were a pleasant surprise.

—Fred Griego
Dakota City, NE

Thanks for bringing them up, Fred; we are definitely trying to spread the word that there's more to *Tips & Tricks* than just codes and strategy guides. Check out our interview with Dragon Ball Z: Budokai producer Daisuke Uchiyama on page 73 of this very issue.

FORTUNE TELLER

What's going to be on the cover of your next issue?

—Pablo Oquendo
Riverside, MO

A UPC barcode and the number "117"—that's about all we can tell you.

TIPS & TRICKS Reader Art Gallery



By Joey Carbone,
Riverside, NY



By Jeremiah Sampson,
Savannah, GA



By Eric Bolon,
Birmingham, TN



By Amber Greenwell,
Spokane, WA

Gaming Gear

hardware
peripherals
accessories



■ We showed an early prototype version of Nintendo's new handheld system, the Nintendo DS, in our July issue. Nintendo has since revealed the final model and has settled on an official name: it will still be called the Nintendo DS. As you can see, the logo for the DS features two screens on top of one another, representing the dual screen capabilities of the new handheld. The redesigned model certainly looks much sleeker than the somewhat bulky prototype we saw in May. It also looks like the Nintendo DS will have stereo speakers, unlike the mono speaker on the prototype. We hope that Nintendo also put in tough screen surfaces so they can't be easily scratched by the stylus pen. Nintendo still plans to release the DS by the end of the year in both the U.S. and Japan. We also suspect that there may be several color choices available at launch.



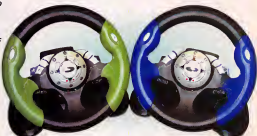
Intec's Lazer Wireless Controllers use state-of-the-art 2.44 GHz wireless technology. You can play up to 30 feet away from your console, and each controller features multiple channel

switching so you can have several of them plugged in. The controllers can last over 60 hours on just two AA batteries. Each Intec wireless controller comes with rubber handgrips, a Turbo button for auto-firing and a nifty carrying bag. The Lazer Wireless Controllers for PS2 and GameCube are available at most major retailers for \$29.99 each, while the Xbox controller costs \$34.99.

If you're still using the older model of Data's Action Replay game enhancer to cheat on your PlayStation 2, it's time to upgrade to the new Action Replay Max EVD Edition (M.S.R.P.: \$39.99). This latest model comes pre-loaded with 50,000 codes and a "Max Drive," a 16 MB USB flash drive which makes it easier than ever to transfer code updates from your PC to your PS2. Also included: the "Max Media Player," a utility that allows you to create PS2-compatible CDs on your PC. Additional Max Drives are available for \$29.99.



Nyko's new SpeakerCom peripheral allows Xbox owners to free themselves from the cumbersome wires and headset discomfort of Xbox Live voice communication. It attaches directly to your Xbox controller and works like a speakerphone, enabling anyone in the room with you to speak and/or listen to the on-line chatter. Available now for \$24.99.



■ Intec's Wireless Racing Wheel is available for both the Xbox (green) and PS2 (blue). Now you can sit back and drive from anywhere in the room without feeling tethered to your console! The wheels have an auto-centering feature, so it feels like you're driving the real thing, complete with power steering. Each wheel comes with floor pedals and two different settings to accommodate various racing games. The Xbox Wireless Racing Wheel costs \$79.99 and the PS2 wheel is a little less at \$69.99.

If you have small hands but still want to enjoy the wonders of wireless gaming, then check out Intec's Mini Wireless Controllers for the PS2 and Xbox. Both controllers are smaller in size, but have all the trimmings of a regular controller and more. The Minis use the same 2.44 GHz wireless technology as their larger counterparts and also allow you to play up to 60 feet away from your console. Two AA batteries will give you up to 60 hours of gameplay. The Mini Wireless Controller for the PS2 costs \$29.99 and the Xbox version costs \$34.99. A GameCube version is also available from Intec for \$29.99.



Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a PS2, Xbox, GameCube or GBA. If you've got a wireless phone, you might have a way out of that predicament....

Vol.
1

Welcome to *This & That's* new column covering the growing world of mobile games. It seems that everyone's got a wireless phone...in hand, and more companies are offering ways for those phone users to entertain themselves when they're not making calls. But there's a lot going on, and you don't know how to keep up with it. That's why we've introduced *Gaming 2 Go*. Each month, I'll look at the latest games, hardware and news in the mobile-game world, so you don't have to dig for the info yourself.

We welcome your comments: What do you like or don't like about *Gaming 2 Go*? What would you like to see in future columns? What gear and games are you playing? Send a letter to *Gaming 2 Go*, c/o *TIPS & TRICKS* Magazine, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and let us know. If you're a subscriber, you can also contact us by e-mail though www.tipsnicks.com.

DRIVE AND FIGHT BY PHONE



In-Fusion has powered up some challenging single-player phone games, both of which are already available for Sprint and Verizon gamers. *Shadow Fighter* is, as you would expect, a fighting game that features nine characters with which to battle, each with a

respective "home arena." Combat offers 12 special moves that can be dished out. Though the publisher states that the controls are easy to learn, there's a Training Mode for practice before taking on Story Mode, which is a fight "through



the ranks" until the ultimate meeting against Boss Shado. Survival Mode throws eight fighters at you that all must be beaten, with 128 total fights necessary to win; in Time Attack Mode, eight combatants must be defeated in as short a time possible. Four difficulty levels and game-speed settings enable players to ramp up the challenge.

Shifting gears (pun intended, if *Racing Head 2 Head* features car racing on 16 different tracks all around the world. The contests offer up to 19 other racers, and the car's engine, brakes, suspension and other elements can be tuned before races to maximize your performance. While the game doesn't support direct head-to-head challenges, the Mirror Car Mode enables



racing against a ghost car that replicates the player's own best performance, and the best ghost-car laps can also be sent to other players for them to try to beat. A network leaderboard will track the best of the best.



N-GAGE GETS IN (SECOND) GEAR

OK, so Nokia's N-Gage wasn't the hit that many expected it to be when it was released last year.

There were numerous errors in the device's design, the price was too high for the "tweens" to twenty-somethings Nokia seemed to be targeting and there wasn't a great selection of games for what the company calls a "game deck" either.

The Finnish phone maker seems to have listened to the masses, and is going at the market again with a redesigned product called N-Gage QD. It's still a combination phone/handheld game system,



N-GAGE
NOKIA



Call of Duty

but with some polish and function that improve over its predecessor. I'm not sure what QD stands for, but it's as good a guess as any that it's Finnish for "let's try again....and do it right this time."

Compared to the original, there are a few immediate changes that are important to note. First, you no longer need to pull off the back cover and lift out the battery to switch game cards. With the QD, there's now a slot right on the bottom that enables quick switching of games—and being that they're "hot swappable," the QD doesn't need to be powered down for games to be changed. Also, as a phone, the QD is a bit less awkward and passes the "date test." (If the phone rang on a date, would you be too embarrassed by it to answer it?) To use the first N-Gage as a phone, it looked as if the user was holding a paperback book sideways up to his face—an indelicate point that was largely ridiculed. The QD moves the speaker and mic off the lengthwise edge, so there's a more traditional look when you answer the phone, holding the device flatter against your cheek. One of the biggest changes is the price: With some service plans, the QD can be snagged for as low as \$100, a full \$200 less than the original device. To achieve that pricing, Nokia had to cut out some features included in the first unit: Gone are the MP3 player, FM tuner, stereo sound and tri-band phone use (so you can't use it outside the U.S.). The result, however, is a more compact package, yet one that hardly feels cheap or fragile. As far as games go, there's a growing catalog that should keep players more entertained. We're also hopeful about some of the forthcoming titles that have been promised, including such familiar names as *Call of Duty*, *Leisure Suit Larry*, *Pocket Party*, *SSX*, *Worms World Party* and *X-Men Legends*. That should get some of the people who held off the first N-Gage to consider adding the QD to their gaming arsenal.



Worms World Party

In next issue's *Gaming 2 Go*, we'll go more in-depth with the N-Gage QD and talk more about some of the games that are being worked on as well as some of the recent releases.



Are You Ready for Some Football?

Jamdat Mobile is meeting the football season head on with Jamdat Sports NFL 2005. The title is planned to be available in versions supporting BREW (Binary Runtime Environment for Wireless) and J2ME (Java 2 Platform, Micro Edition) handsets, so it should be playable on many current-generation phones.

The first thing you notice when you start playing NFL 2005 is how much its makers have molded it in the image of a console game. Many of the basic actions—such as hiking, passing to the primary receiver, etc.—are triggered with the 5 key, and movement is intuitive using the number pad. Also, receivers are coded to specific keys (displayed at the bottom and aligning with the player "column" on the screen), so you can quickly assess the situation and, with one button press, toss it to the receiver you choose.

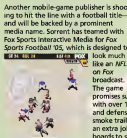
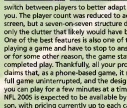
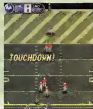
Jamdat has also adopted a color-coding system to make it easier to see how the play is progressing and how certain players are faring. After the snap, if the ring around the quarterback is green, he's relatively clear of opposing interference...but if it's red, he's being chased around the pocket and is less likely to complete a rushed pass. The color coding also circles a passed ball (showing how likely it is to be caught by the intended receiver) and the ball carrier (indicating whether he's unfettered or about to be dropped to the turf). The game features extensive variety, with a sizable playbook of running, passing, defensive and special formations. On defense, you're given the option to

switch between players to better adapt to what will be coming at you. The player count was reduced to accommodate the smaller screen, but a seven-on-seven structure doesn't lessen the gameplay, only the clutter that likely would have been an issue. One of the best features is also one of the most subtle. If you're playing a game and have to stop to answer a call (phone or nature) or for some other reason, the game status is saved after the last completed play. Thankfully, all your progress isn't scrapped. Jamdat claims that, as a phone-based game, it may not be possible to play a full game uninterrupted, and the design makes NFL 2005 something you can play for a few minutes at a time if you choose—or need to. NFL 2005 is expected to be available by the start of the real-life season, with pricing currently up to each carrier.

Another mobile-game publisher is shooting to hit the line with a football title—and will be backed by a prominent media name. Sorrent has teamed with Fox Sports Interactive Media for Fox Sports Football '05, which is designed to

look much like an NFL on Fox broadcast. The game promises such features as a playbook with over 100 plays, dozens of offensive and defensive formations, a flaming smoke trail on the ball carrier to "give an extra jolt," stat-tracking leaderboards to show off the best players' accomplishments and changing weather conditions.

Fox Sports Football '05 is scheduled for release before the football season starts, and will be available in BREW and J2ME versions.



Play Phones

Phone makers are trying to keep up with the increasing needs of their customers who want to do more with their

phones than make and get calls. For instance, Samsung recently announced the SCH-V450, which it calls a "3-D game phone." The phone will offer three built-in games—including a golf game and shooter—and comes equipped with a joystick on an extended keypad to make control easier than traditional handsets. Other features include dual speakers, a camera, an MP3 player and Memory Stick compatibility (it will include a 32 MB Memory Stick in the box). Samsung says that the users will also be able to get games specially designed for the phone at its Samsung Fun Club website (www.samsungmobile.com). Before you call your phone company to order one, you should know that the V450 is targeted only for the Korean market. However, Samsung reportedly has a GSM version called the SGH-X910 that will be compatible with some U.S. service providers, and it's expected to be available before the end of the year. The V450 announcement didn't reveal what the phone will cost when it's released.

Meanwhile, Sony Ericsson announced that the K500 series of phones will come equipped with a sample level of the mobile version of Tom Clancy's *Spinter Cell: Pandora Tomorrow*. Of course, Sony Ericsson and GameLoft, the Ubi Soft spinoff company that publishes the title, hope the tryout will inspire players to purchase the full game.



The K500 uses Java 2.0 and the Mascot Capsule Micro3D Engine software renderer to display 3-D graphics and powerful games, and has 12 MB of built-in memory, which Sony Ericsson claims can store "up to 170 2-D games or 45 3-D games." It offers a "MultiAction" joystick for improved game control, as well as a still/video camera and

MP3 player. As with Samsung's phone announcement, the carriers' networks that it will be compatible wasn't disclosed, though it's expected to be available in the third quarter.



I, Robot Cheat Code



Phone-game makers are putting codes into their titles also. If you picked up Mobile Scope's *I, Robot* game after the release of the Will Smith movie, you can break it open to play any level. At the main menu, enter 2, 8, 6, 8, 7 to unlock all the levels and minigames. You'll also be able to choose to play them in any order.



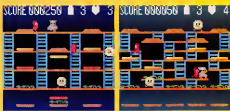
BurgerTime Cooks With Java



Hudson, well known for its durable Bomberman and Adventure Island video-game series, is making a big push into the mobile arena. One of its latest developments is a J2ME version of the classic 1982 arcade game, BurgerTime. Hudson gave *Tis & Tix* an early look at the work-in-progress, which is slated to be

available by the time you read this.

The game's Pac-Man-styled premise involves moving the chef, Peter Pepper, around a series of platforms and ladders. His mission is to build hamburgers by strolling across the ingredients, which drops them into place on the bun. Certainly, it wouldn't be a challenge if there weren't some adversaries, so throw in Mr. Egg, Mr. Hot Dog and Mr. Pickle (I swear, I'm not making this up) to try to foil Peter's culinary creations. Peter has two ways to counteract them: toss his limited supply of pepper to temporarily stop them in their tracks, or drop a burger layer on them for bonus points. According to some reviews, the previously released BREW version of BurgerTime had some problems that hindered it. For instance, it was reportedly difficult to navigate the chef on and off ladders because he had to be perfectly aligned—something that's already hard enough on a phone, which usually fea-



tures player-frustrating controls anyway. This new J2ME take on the game attempts to improve on that flaw, with transitions between platform and ladder being much more forgiving. Other small details offer major consideration for the player—or players, because it supports two people switching turns. Music is also an option that can be changed in a settings screen and, though it might cost the phone's battery, the game keeps the screen backlight on so you don't find yourself trying to navigate through the crowded kitchen in the dark. Though the game can't be saved in mid-level, it does save your progress and enables you to continue from the start of a level. There's also a pause/resume feature to break up a session on a short-term basis. Another built-in setting offers gameplay in English, French and Spanish. Nothing beats a good old joystick, but BurgerTime looks like it'll be a more than adequate diversion for the gamer on the run.

MOBILE GAMING NEWS

• **Women Enjoy It More, But More Men Pay For It**—A recent polling by research firm Yankee Group called "U.S. Mobile Entertainment Survey" found that 58% of U.S. mobile-game players are women, but it also revealed that more men—29% to 17% of women—are paying for mobile games. The researcher also found that "pre-installed games on the phone and the price of additional games are the principal reasons [mobile-phone users] do not download additional games." As for recommendations to the industry, Yankee Group's Mike Goodman indicated that mobile games represent the "best opportunity for changing consumers' perceptions of mobile devices as communication and productivity tools," that pre-installed games and mobile handsets "short lifespan" limit users from downloading games and that mobile games need to be "more robust, with limited features in pre-installed versions," taking advantage of wireless connectivity to separate themselves from traditional video-game offerings.

• **Apple Plays Right Tune for Motorola**—Apple Computer signed a deal to create a custom version of its iTunes music-player software that will run on mobile devices made by Motorola. These "music phones" are scheduled to be available before July 2005. Apple, which already has taken the lead in sales of online music, hopes to supplement that business by selling music to the approximately 1.5 billion people who are expected to be mobile-phone subscribers by the end of this year.

• **Bigger and Smaller...At the Same Time**—Apple's iPod and other similar music players have driven a growing market for tiny hard drives. This summer, Seagate Technology announced a



super-small ST1 1-inch hard drive that comes with amazing storage capacities in 2.5GB and 5GB sizes. One of the first customers will be Creative Labs, which will use it in a future portable music player, but at that size and capacity, it surely won't be long before the drives make their way into phones and other mobile devices that will combine communication and data storage. And, of course, those elements in combination with a decent processor will make for a great portable game system.

• **Broadband Through the Air**—While cable TV companies and DSL providers are fighting to offer high-speed broadband for consumers and businesses, mobile carriers are starting to put together wireless broadband service in a growing number of cities. AT&T Wireless, in partnership with Japanese mobile provider NTT DoCoMo, has started offering UMTS (Universal Mobile Telecommunications System) service in Detroit, Phoenix, San Francisco and Seattle, with plans to expand to Dallas and San

Diego before the end of the year. AT&T's service—which requires a \$25/month unlimited data account and "an eligible voice rate plan"—provides speeds of 220–330 kilobits per second (with bursts up to 384 kbps, which is similar to low-end DSL service) through specific cell phones or a special UMTS modem. Meanwhile, Verizon Wireless has rolled out its BroadbandAccess service in Las Vegas, San Diego, Washington D.C., with plans to offer the service in major U.S. cities by the end of 2005. BroadbandAccess carries data at speeds of 300–500 kbps, with bursts up to 2 mbps, but also costs about \$80/month and requires the use of a data-only PC card from Verizon. The company expects to offer the service to smartphones in late 2004 or early 2005. No word on whether the service can be hooked up to a broadband-capable console like the PlayStation 2 or Xbox.

• **Yahoo! in the Picture?**—Online portal Yahoo! has added to its photo service by providing camera-phone users who have a free Yahoo! Photos account with a place they can upload the images they capture. Once captured, an image is e-mailed to a custom photos@yahoo.com address, and the picture becomes part of the Mobile Upload section, which offers unlimited storage of camera-phone shots. At present, the service is free, though Yahoo! notes that it's offered without charge "for a limited time."

YAHOO! mobile



DRAGON BALL Z: BUDOKAI 3

INTERVIEW

ドラゴンボール Z 日本レポート!

JAPAN REPORT!

by Anatole Brown

Vol. 81

We recently sat down and spoke with Daisuke Uchiyama, producer of the Dragon Ball Z: Budokai series. Mr. Uchiyama has also worked on Dragon Ball games for the PS one, including Dragon Ball Z: Ultimate Battle 22 and Dragon Ball GT: Final Bout. He is also the producer of Bandai's *hack* series. He believes that the upcoming game, Dragon Ball Z: Budokai 3, is the culmination of ten years of working on Dragon Ball games and is by far his best work. He took us through some of the new features and told us what we should expect in Dragon Ball Z: Budokai 3.



Q: Both the Dragon Ball games and TV series have taken off here in the U.S. and the fan base still seems to be growing. Is this sudden surge in popularity surprising to you?

A: The Dragon Ball series is pretty old in Japan; the first TV show aired back in 1984.



The series went on for 11 years and has since stopped being produced since 1995. However,

Dragon Ball series is still extremely popular with Japanese kids even today. When the show launched in the U.S., I watched from afar to see if the Dragon Ball series will be accepted in the U.S. To my surprise, the popularity of Dragon Ball in the U.S. far exceeded any of my expectations. I had the chance to come to the U.S. and speak with Dragon Ball fans after the first Budokai game was released. I couldn't believe there were U.S. fans that knew much more about the characters than I did! When I asked them for suggestions on Budokai 2, I realized that U.S. fans were much more passionate about the Dragon Ball universe than Japanese kids. With Budokai 3, I'm definitely focusing on the U.S. audience.

Q: How is Dragon Ball Z: Budokai 3 different from the previous Budokai games?

A: With the first Budokai game, I just wanted to establish that there is a DBZ fighting game for the PS2. With Budokai 2, I wanted to bring the game closer to the look and feel of the show. With Budokai 3, not only does the game look like the show, but I also wanted the player to pick up the controller and really feel the difference in game-

play depth. It's very difficult to include everything about an anime series and squeeze it into a game, but I wanted fans to see Budokai 3 and say, "That's what a Dragon Ball game should be!"

Q: What are some of the new features you have included in the fighting system?

A: First of all, the fighting speed is a lot faster. We've also included a new evading system that lets you instantly teleport behind your opponent when you're being attacked—kind of a "teleportation counter." It gives it a more Dragon Ball-like feel and adds a whole new dimension to the fighting system. You can even volley your opponent back and forth. It's a really simple system once you learn it. The game may look a lot faster, but it makes a lot of sense once you actually play it. We had two young kids come in and play the game and they picked up the counter system in five minutes. It's easy to play, but the game looks flashy and fast so a lot of older people say, "Wow! Kids these days are really good!"



Q: Any new power-up features like Super Saiyan mode?

A: Yes, we have a new Hyper Mode where the character goes into "Berserker" mode and can trigger a special attack. The characters will go into the air and button icons will appear so the opponent can counter the action. Previously, Dragon Ball fighting games mostly showed the action from the side, but with the new Hyper Mode we can see additional action from new vantage points. This actually takes quite a lot of processing power from a technological standpoint and we are very proud of this feature—we call it the "Saiyan Overdrive System!"

Q: In Budokai 3, it looks like you've stayed with the "cel-shaded" style of Budokai 2 when representing each character.

A: Yes, in the first Budokai game we modeled each character in full polygon style. They looked like shiny-faced dolls! With Budokai 2 we used the cel-shade style not only to create better expressions for each character but to also let the fans know that this is a new game with a new look. Budokai 3 may look similar to Budokai 2, but we want fans to feel the difference once they pick up the controller. Of course, even though the characters are still cel-shaded, we've added even more detail. For example, we really paid



attention to the difference in size for each character. Broly and Cooler are absolutely massive in this game!

Q: Are there more characters this time around?

A: There are quite a few more characters in this game. The two characters I mentioned earlier, Broly and Cooler, are from the Dragon Ball movie in Japan. Of course, you can choose all the same characters from Budokai 2 as well. We've also included characters from the GT series, which I hear is extremely popular in the U.S. There is also a character called Gogeta, a fusion of Goku and Vegeta from the Dragon Ball movie. All in all there are 40 characters in the game! Each one has their own special moves and movements. We guarantee that we have every character covered, so hopefully I won't be getting any more complaints about missing someone's favorite character!

Q: Anything new for the single-player mode?

A: In Budokai 2 we had the "Dragon World" mode; this time we are calling the single-player mode "Dragon Universe." Goku can now fly around in the world map from place to place. Dragon Ball fans kept telling us they wanted to fly, so we put it in! We eliminated the Skill Cards system and now the player can fully customize each character, skill by skill. The character's data can now be saved as a password so your friends can use the same



password and play with your character. We're planning to have players put their character passwords online so people all over the world can enjoy it. Plus, if you have memory saves from the previous

two games, you can transfer your capsules and skill cards to Budokai 3.

Q: So what makes the Budokai series stand apart from other fighting games?

A: With Dragon Ball characters, we are able to do things that you normally wouldn't be able to do in other fighting games. The teleportation counter system, aerial skills, projectiles and Hyper mode are all unique to Dragon Ball characters, so we took full advantage of those things. We put so many extra touches in this game for Dragon Ball fans that we think kids are going to walk into stores and say, "Mom! I want THAT for Christmas!" We also made sure that the game is easy for beginners, even if they've never played Budokai 1 or 2. I really believe that Dragon Ball Z: Budokai 3 is going to be the ultimate DBZ game for fans all over the world!





ONLINE GAMER

by Jason Wilson

Xbox Live
Gamertag:
Dream Theater
PS2 Online
Username:
DreamTR

Vol.
2

Get Connected to the World of Online Console Gaming

LATENCY: WORST ENEMY OR BEST FRIEND?

If you've been playing online games for a while, you've met our good friend Mr. Latency; he's the mysterious gremlin who causes the slight delay between the press of a button on your controller and the corresponding action on your TV screen in an online game. Regardless of what some people think, a delay of even a millisecond can cause a complete change in gameplay. In this installment of *Online Gamer*, I'll be taking a closer look at this troublesome little jerk—and you may even learn a few tricks that can turn him into a valuable ally.

Back in the days of the XBAND video-game modem for the Super NES and Sega Genesis, pioneering online gamers were amazed at the perfect connections and practically non-existent latency issues in playing games like *Super Street Fighter II* and *Mortal Kombat II* against opponents from across the country. The secret behind XBAND's silky play was peer-to-peer connection: one player's modem would dial the other directly through an existing phone line. There were no routers, networks or wireless adapters for the data to pass through, so the resulting gameplay experience was smooth, fast and surprisingly error-free. After the XBAND service dissolved, the Sega Saturn kept the dream alive with peer-to-peer connections available via the NetLink Modem, but this service quickly fizzled due to a lack of support. Online gaming was ready for the world, but the world wasn't ready for online gaming. Years passed with no existing online console service, until the pioneers at Sega tested the waters once again. Their Dreamcast system had the ability to play online with a built-in 56K modem, and they even offered a Broadband Adapter, though the latter was only compatible with a select few Dreamcast titles. With video-game technology having advanced from 16-bit to 128-bit systems



in the intervening years, games like *NFL 2K1* should have been the ultimate in lag-free online gaming, making us forget that XBAND ever existed. Instead, the slow, choppy gameplay of most Dreamcast online experiences was a prelude of what was to come for many players on the Xbox and PS2.

One of the biggest problems with online games today is that most of your opponents' Internet connections are shared with their personal computers. You can choose to play against a guy with an acceptable "ping" rating,

but there's no guarantee that his little brother won't start surfing the 'net when you're down by three points in the fourth quarter. Another reason for continuing latency problems is the fact that there's a lot more data passing back and forth

between your console and your opponents'. Once a connection was established through XBAND, the only information that needed to be transmitted was the buttons you pressed. Today's online games must also communicate "chat" messages, digitized speech and lots of non-essential data (like a complete list of the games that are currently being played by all the people on your Xbox Live Friends List).

Because of the wide variety of connection types and player set-ups, latency is here to stay. You can whine about it or simply accept it as a fact of life—and if you're really devious, you can even exploit the lag by using it to your advantage in certain games. The following techniques are sure to get your opponent whining, crying and probably flinging the controller across the room. If you expect to play a useful role on your SOCOM team while simultaneously downloading MP3s from Kazaa, then this is the kind of treatment you'll get (and probably deserve)....

Capcom vs. SNK 2: EO (Xbox)

There is no other game that differs as greatly from online to offline play as *Capcom vs. SNK 2: EO*. For starters, because this is a fighting game, more precision is needed to properly perform special moves and complex button combination attacks that require EXACT timing. Since latency fluctuates throughout any online game, you may not have a stable connection at times, which can make any online fighting game VERY difficult. If you want to win in *CVS2: EO*, you'll need to exploit



"lag tactics" just like 90% of the people who play this game on Xbox Live. Most offline players can normally block Ken's *Ryusenkyaku* overhead kick by simply reacting to it, but this same move is extremely difficult to block when playing online because you need to anticipate it. Kyo's R.E.D. Kick, Rugal's Dark Smash and Mak's Hayagake are other examples of special moves that are enhanced due to the lag. With reaction time slowed, game play becomes more of a chess match, with players trying to "guess" what their opponent is doing. Because of this, grooves that allow rolling (C, A, and N) are



easily abused, with players performing what is known as *RATing* (roll and throwing). If a guy rolls at you when playing offline, you can grab him during the brief period of invincibility at the very beginning of the rolling animation and throw him with relative ease; you can also counter his attack at the end of the roll. With any bit of online latency, though, doing either of these things requires split-second timing which is nearly impossible on Xbox Live unless you are playing locally. Players who RAT and wildly press buttons are affectionately known as "rolly scrubby." Unfortunately, the game does not punish players who "pull" (disconnect their network cable or simply switch off their Xbox) before the end of a match. Pity.

NBA Ballers (PS2)

Enjoy playing against Predrag Stojakovic? Then fire up your PS2 and head for an online game; I guarantee that someone will be using him and shooting unblockable threes due to the lag. Once he's on fire, he's nearly unstoppable; your only options are to play as someone like Kobe Bryant who can withstand a few fouls...or Larry Bird, who never misses. If your opponent becomes savvy to this, simply start walking up and down the court vertically and take a shot within 15 feet of the basket. It's a chore to try to steal the ball from players who abuse this technique.



Guilty Gear X2 #Reload (Xbox)

A gorgeous game with a great price (\$19.99); unfortunately, because of all the complex motions and spastic movements required, it becomes nearly unplayable at any given time compared to offline play. Let me put this in perspective for players who have experience with Capcom vs. SNK 2: EO latency: Playing Guilty Gear X2 #Reload against a local opponent is similar to playing someone on the other side of the country in CvS2. Playing someone on the other side of the country feels like playing someone overseas in



CvS2. Playing someone overseas feels like playing someone on another planet. There's really nothing as pleasant as pressing a button and waiting nearly two seconds for the move to come out, let me tell ya. In order to have any chance of success

against online opponents, you'll basically have to forget everything you've ever learned while playing any form of Guilty Gear offline. Treat online play as a whole new game, and rely on using Low Dust as if your life depended on it. With latency, it's harder to block sweeps than it is to block normal moves. Any moves that act as an overhead are exploited, just like Sagat's crouching Fierce Punch in CvS2. Most of the game relies on chaining combos together and using Roman Cancels to continue with combination attacks. If you are extremely skilled, you might be able to get some of your combos to come out by pressing each button twice in succession as opposed to once. For example, to perform a standard Kick, Punch, Slash, Heavy Slash combo, try pressing Kick, Kick, Punch, Punch, Slash, Slash, Heavy Slash, Heavy Slash, mashing the buttons as if you're back in the arcade, playing Track & Field again. Oh, and I would gladly give away free copies of Guilty Gear X2 #Reload to anyone who can consistently pull off Dust Combos in the air when playing online against opponents from Japan. You'll have better luck winning the lottery, to be honest.



shooting ability) or the Sacramento Kings, with Chris Webber's inside game and Stojakovic's on-target shooting from outside the arc. If you're feeling really good, pick the Milwaukee Bucks and give the ball to Ray Allen; an infant could shoot 50% from the arc the first time playing with him. Or head on over to the Boston Celtics and give the ball to Paul Pierce and launch it from three-point land as well. Because

of the slight motion delay, blocking outside shots is quite a challenge, making it a field day for shooters from anywhere on the court. If your opponent becomes wise to your antics, simply choose a speedy guard, get close the basket and press the Shoot button. You'll simply drive right past him for an easy score, or draw a personal foul. You can change your defensive tactics to try to overcome these techniques, but like the old Stockton-to-Mail-one pick-and-roll, you can only contain it for so long before it works over and over again.

Moto GP Online (Xbox)

Moto GP is known to have game-breaking "glitches," but that still doesn't stop die-hard gamers from playing it daily, long after the release of Moto GP2. Veteran players will point out that the only way to get into the top 100 Time Trial standings nowadays is to crash at certain key points in the game, then watch as the computer attempts to "catch up" with the lag and boosts you far ahead of where you crashed. There are sections of the track where your bike can fall and you can slide through parts of the track that you're not meant to be on. Certain times in the overall standings are impossible to achieve unless you bypass sections of the track by taking advantage of the poor collision detection and punching through the fence! Considering the fact that Moto GP Online was developed in less than a year, it's not surprising that quirks like this remained in the game.



NBA 2K3 (Xbox, PS2)



Want to steal wins? Simply get a lead on your opponent and then pause the game. NBA 2K3 doesn't have a time limit on pausing like the newer sports games do. Your opponent will be at your mercy; if he quits, you get the win. If you both remain online and you eventually decide to

continue, he's likely to be so angry and rattled that he'll throw off his game. If you actually find a person who will play fair, you can take the advantage by using the Dallas Mavericks (abuse Steve Nash's speed to the hoop and Dirk Nowitzki's crazy three-point

ESPN College Hoops (PS2/Xbox)



A fairly clean, straightforward basketball game when played offline, ESPN College Hoops becomes an unstoppable offensive dunk-fest due to the fact that it is very hard to block ANYTHING online. It struggles even harder than the NBA 2K series of games in terms of latency, because winning

relies so heavily on the ability to drive to the hoop and knife through your opponent's defense at will. Blocking shots is also a necessity offline; once an online opponent gets in the paint, you can kiss two points goodbye.

FPS (First-Person Shooter) Latency Tricks

Listed below are a few general observations that should apply to most online first-person shooters, including titles like XW, the Tom Clancy's games and Unreal Tournament.

- In general, the area of effect/attack weapons are easily abused because they are harder to avoid due to lag. Weapons such as rocket launchers that do "splash damage" (i.e. causing damage even when it's not a direct hit) are much harder to avoid online because of slower reaction times.
- "One-hit kill" weapons such as railguns are easily exploited because players with better Internet connections can have more accurate shots. A player with a 20ms ping rating is going to have his shot come out almost immediately after pressing the button, whereas another player with 200ms ping is going to have to wait a bit longer for his shot to come out.
- Lag reduces accuracy, and leading targets becomes more of a normal part of gameplay than usual. Instead of trying to actually shoot AT your opponent, you'll be stuck shooting in the general area where you think they'll be a few seconds later. Anticipation becomes a crucial element in order to be effective. More often

than not, many players feel that lag is more of a determining factor than skill, and being able to adjust your gameplay to compensate for this is just as important as being able to get an accurate headshot from 100 yards away. Varying degrees in skill level aside, the person with the lower ping will usually have the upper hand. However, sometimes there are circumstances that are beyond your control, and you'll need to just avoid certain situations at all costs. For example, in Tom Clancy's Ghost Recon, most "dirty" players will wait for you to respond (warp) to a certain area in the game, then blow you away as soon as you appear. In situations like this, it's best to stick to playing with people who you know and can trust; don't leave yourself vulnerable to the rampant cheating that's bound to happen to you at one time or another.



FINAL FANTASY WORLD

Vol.
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by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!

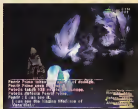


FINAL FANTASY XI Media Tour (Part 3)

In its ongoing demonstrations of *Final Fantasy XI* to members of the press, Square Enix hosted a third online media tour to demonstrate two new features in the game: Ballista and Holy Matrimony. Yes, it's now possible for two citizens of Vana'diel to get married. The tour was divided into two groups, with advanced players on the first day and beginners on the second.

Summons

Prior to the nuptial ceremony, the Square Enix tour guides made several pit stops to allow us to engage in battle with Titan, Fenrir and Behemoth, three familiar summon creatures from previous *Final Fantasy* epics. You'll need to defeat these monsters if you ever wish to have them join your personal stable of ready-to-order beasts. The summoner class was added to *Final Fantasy XI* with the release of the game's first expansion pack, "Rise of the Zilart." To reach these creatures, adventurers will need to travel all the way to the Quicksand Caves, which is no easy task; it's a desolate landscape that is only accessible by seasoned players who are capable of crossing vast wastelands. Note that Behemoth is one of the creatures who are known as "Notorious Monsters," a breed of terrifying characters who are so insanely powerful that it is generally considered to be impossible for a single party to bring them down without any assistance. During our Media Tour battle with this gigantic beast, three different parties formed an alliance and worked together to take Behemoth down. It was a dramatic moment of player unity and good will, but the unselfish show of team spirit was later to be dissolved and transformed into brutal competition between the former comrades. The reason? A Ballista battle, for which the different parties quickly reformed into large groups divided by nation.



The party battles against Fenrir Prime, one of the summon monsters available in FF XI.



Titan Prime challenges the party to battle.



Titan Prime readies a rock.



Three parties link up to battle Behemoth.

Ballista

During Ballista games, players are divided into teams based on their nation affiliation. When play starts, the basic goal is to find stones called Petras and throw them into castle-like goals called Rocks to score points. However, you can't score any points with your Petras until you've earned "Gate Breach" status by knocking out one of the players on the other team (or by being near an ally who did). When you have "Gate Breach" status, search for Petras by using the "Ignyrry" command, and use the "Scout" command to find the nearest Rock.

Ballista strategies vary according to character type. At the start of the tour, everyone was given a pre-made character and mine happened to be a white mage. During Ballista, I used the spell "Invisible" on myself and helped my teammates by casting sleep or paralysis spells on our opponents. Of course, concentrating on healing allies was also important. This was a pretty casual game, so there was no strategic planning beforehand. I'd suggest assigning two-man teams with one fighter and one healer, letting the healer pick up "Gate Breach" status by proxy and score goals, but there are probably a dozen other strategies that are equally effective.



Ballista players try to score in the Rock.



Wedding

While we rested our sore muscles from the Ballista bout, we were given crackers and grape juice in anticipation of the wedding ceremony. Prior to the nuptial, there was a huge fireworks display. I asked one of the tour guides how much the wedding cost, and they said it was 100,000 gil. When the event started, they had us sit in two columns, facing inward, so we could observe the bride and groom walking up to the officiator. Their biographies were given, they pledged their virtual lives to each other, and then we all stood up and drank our grape juice in a toast as we set off the crackers we'd been given earlier. Players wishing to wed must be above Level 20 and have characters that are of the opposite sex; they must also find a friend who's willing to act as the chaperone responsible for filling out a request form, setting the wedding date and footing the bill!



The happy couple.



The other happy couple? Maybe the bride is making a run for it...



Guests toast the couple after the ceremony.

FINAL FANTASY FAN

I'm a big fan of the Final Fantasy series, and one thing I've noticed is that in most of the games, there is someone named Cid. Now I can understand that it might just be a common name in those games, but they are all connected with an airship. In Final Fantasy VII, you get Cid and he takes you in his airship. In FFVIII [my favorite besides FFXI], the headmaster of your school (garden) tells you to go to the basement; when you do that and kill all the junk down there, your school starts to levitate so you can fly away from danger. I don't own FFXI (yet), but in FFX and X-2, Cid is Rikku's father and has his own airship that carries you to safety after fiends attack the base. FFXI is different from all the rest, but nonetheless, Cid is the main inventor for Bastok; I think he invented the airship or something like that. So what's with all the Cids?

Also: This isn't really a question, but I was playing Final Fantasy XI one day



walking through the highlands with my friend, and he asked me how many enemies I had fought at once. My answer was four, and his was eight. I decided to try to beat his record. I set out and provoked a sheep, but then I went "off" (away from keyboard) for some food. When I came back, my character was covered by 15 sheep! I knew they couldn't kill me, because I'm a black mage that's 10 levels higher than them, but I couldn't move.

After taking the enclosed screen shot, I used Stonega and killed them all. I earned no EXP whatsoever, but ended up with 10 sheepskins. If that's not farming, I don't know what is!

—John Hopkins
Troy, IL

You're right to assume that Cid is always related to the airships in some way. Even in earlier Final Fantasy games for older systems like the Super NES, the Cid character always wanted to take to the skies. There are some basics in Final Fantasy games that never change, like the use of chocobos for transport and the presence of cheerful moogles to lighten the mood.

Nice screen shot, by the way. It looks like you beat your friend's record! Thanks for writing.

—Charlotte

Mist Walker

The elusive Hironobu Sakaguchi certainly has been making the rounds lately. First, the creator of Final Fantasy made a surprise appearance in front of an international audience viewing

the unveiling of Final Fantasy XII last November, and more recently during the "Dear Friends: Music from Final Fantasy" concert conducted

this past May. Rumors suggested he had been on an extended sabbatical after the lackluster performance of the movie, Final Fantasy: The Spirits Within. Now the father of the Final Fantasy franchise is branching off into new

territory, starting his own development company and getting ready to get back into the game in order to create some new role-playing game masterpieces. Although the new studio, called Mist Walker, will have nothing to do with Final Fantasy, it will be interesting to see the influence that his experience with the Final Fantasy series will have on his new projects. Sakaguchi has made comments previously that he wanted to create true emotion with video games, the way audiences react to other mediums like television or movies.



FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, send them to:

Final Fantasy World
c/o Tires & Tires Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

TIPS & TRICKS

COLLECTOR'S CLOSET

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

Vol. 36

COLLECTOR'S GUIDE ADVANCE

Much of the raw data you get here in Collector's Closet comes courtesy of Digital Press, an organization which since 1991 has been documenting and tracking the game libraries of every console from the original Odyssey right up to the systems we're playing today. Until now, Digital Press publications focused on the golden age of gaming (8-bit systems). This year it has released *Collector's Guide Advance*, an encyclopedia and price guide documenting the 16-bit era and beyond. If you are a collector of any video-game hardware or software from 1989 to present, you really can't afford to miss this book, which also contains the first Game Boy and PlayStation rarity listings we've seen anywhere. You can order the book directly through Digital Press at www.digitpress.com.



METEOR BLASTER DX for TurboDuo

MindRec Communications has released a new game for TurboDuo systems (or TurboGrafx-CD setups with a Super System Card): *Meteor Blaster DX*, an Asteroids-inspired shoot-'em-up. The CD also includes two bonus games: *Loop* and a special competition version of MindRec's previous game, *Impulse*. No more than 500 copies of *Meteor Blaster DX* are being produced; you can order one online from www.MindRec.com or Turbo Zone Direct (www.tzd.com).



AUCTION Action

Video-Game Goodies Sold In Recent Online Auctions



Mega Man X3
Super NES
Game
High Bid:
\$315.00

Manhunt
Limited Edition
Piggy Statuette
High Bid:
\$199.99



Pac-Mania! The Official
Pac-Man Joke Book
High Bid: \$0c

Vintage Aladdin
Sonic the Hedgehog
Lunchbox
High Bid:
\$36.00



Ninja Gaiden
Trilogy Super NES
Game (Factory
Sealed)
High Bid:
\$200.59

Tactics Ogre
PlayStation Game
(Factory Sealed)
High Bid:
\$202.50



Mortal Kombat II
PlayStation Game
(Japanese Import)
High Bid:
\$174.50

ROOM OF DOOM

Tom M. of Phoenix, Arizona sent in these photos of his "Room of

Doom," which holds 38 game systems and nearly 1,200 games. A fan of fighting games ("mostly Capcom and SNK"), Tom also prizes games with "strange controllers" like *Samba de Amigo*, *Steel Battalion* and *Donkey Konga*.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 909, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.



COLLECTING THUNDERBIRDS GAMES



If you've been watching the reruns on G4 Tech TV, you may be aware that the recent *Thunderbirds* movie is based on a British TV show that originated in 1965. What you may not know is that the new Game Boy Advance game based on the movie is the sixth *Thunderbirds* console game (though it's only the second to be released in North America). The imports are well worth playing and collecting, and some of them are very tough to find in the U.S.; here's a checklist for International Rescue fans worldwide.



Thunderbirds

System: Famicom
Publisher: Pack-In-Video
Released: September 1989 (Japan)

The original TV show has a huge fan base in Japan,

where new *Thunderbirds* merchandise has been steadily introduced ever since the show premiered. This Famicom (a.k.a. NES) game was a vertically-scrolling shoot-'em-up with decent audio-visual effects.



Thunderbirds

System: Nintendo Entertainment System
Publisher: Activision
Released: October 1990 (U.S.)

Exactly the same as the Famicom title, but with English text. Judging by the completely unrelated box art and the careless translation



job (Brains is called "Dr. Brain"), Activision must not have known anything about the TV show and its cult following.



Gerry Anderson's Thunderbirds

System: Game Boy
Publisher: B-A-I (Bandai)
Released: February 1993 (Japan)

Possibly the least-known *Thunderbirds* title. Although it's a straightforward action game, this cartridge for the original monochrome Game Boy is a bit tough for American gamers to follow, since there's tons of Japanese text to read between levels.



Thunderbirds: Kokusai Kyuujotai Shyutsudouseiyo!!

System: Super Famicom
Publisher: Cobra Team
Released: September 1993 (Japan)

Another little-known Japanese import, this horizontal shooter presents each rescue mission as a self-contained "episode." It even includes digitized samples of the announcer's countdown to give players the feel of the original TV show.



Thunderbirds

System: Game Boy Color
Publisher: SCI
Released: December 2000 (Europe)

The first *Thunderbirds* console game to be developed outside of Japan, this action-packed title pushed the Game Boy Color to its limits with tons of gameplay variety and still-frame "cutscenes" digitized from the TV show.



Thunderbirds: International Rescue

System: Game Boy Advance
Publisher: SCI
Released: December 2001 (Europe)

International Rescue for the Game Boy Advance plays like an enhanced version of the Game Boy Color cart [both were developed by Pukka Games], with great graphics and plenty of new challenges, including side-scrolling platform levels.



Thunderbirds

System: Game Boy Advance
Publisher: Vivendi Universal
Released: August 2004 (U.S.)

Based on the movie, so fans of the TV show may not like the slightly redesigned vehicles (or the stilted dialogue, e.g. "LET'S GO PENELOPE, WE DO NOT WANT TO BE LATE"). But if you want a complete collection of *Thunderbirds* games, you need this.



Note: You'll need a special adapter or hardware modification to play the Famicom and Super Famicom *Thunderbirds* games in the U.S., but the portable games listed above will all play on a standard North American Game Boy Advance or SP. Isn't it strange that there has never been a *Thunderbirds* game on a non-Nintendo console?

THE LOST THUNDERBIRDS GAME

When SCI released the Game Boy Color *Thunderbirds* game in 2000, it also announced to the European press that a PlayStation 2 *Thunderbirds* game was in development. The game was never released, but these early CGI renders sure looked promising.



CONTEST WINNER

Collector's Closet reader Niki Krampitz of Knoxville, Tennessee has been chosen as the winner of our "Building Your Closet Contest" from the July issue. The prize: A copy of the highly-collectible *Suikoden II* game for the PlayStation as well as the game's official strategy guide. Congratulations, Niki; we hope this prize will be the foundation of a world-class game collection. Thanks to all of the other entrants—we enjoyed reading your letters.



Greetings, sports fans, and welcome to the *Tips & Tricks* sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Anatole
Brown

Vol.
48



2004 EA Sports Madden Challenge

Do you think you have what it takes to be the winner of the 2004 EA Sports Madden Challenge? Last year, David "Sandman" Seitchick from Buffalo, New York, took home the \$50,000 grand prize at the Las Vegas finals after more than 16,000 Madden players battled it out across the nation to determine the champion. This year the tournament is hitting 32 cities across the U.S. Each city will have one winner who will advance to the finals at the Mandalay Bay Hotel in Las Vegas, Nevada on December 11th. The 32 finalists will then compete to see who wins the \$50,000 grand prize! Who will be this year's top Madden NFL 2005 player? Could it be you? The 2004 EA Sports Madden Challenge has already been underway since mid-August, but you can still join the competition if you live in or near any of the cities listed in the remaining schedule. Even if registration is closed for your city's regional, you may be lucky enough to be chosen for a walk-on slot if one of the registered players doesn't show. The tournaments are held on the weekends, so there's no need for you to skip school or ditch work like John Cusack in *Runaway Jury*. For more information regarding the 2004 EA Sports Madden Challenge, check out www.maddenchallenge.com, where you can register online, see the official rules and more.



Date	City	Location
September 11	Buffalo	Walden Galleria Mall
September 12	Boston	Gillette Stadium
September 17-18	New York	South Street Seaport
September 19	Philadelphia	Galleria at Market East
September 25	Washington DC	Union Station
September 26	Charlotte	Concord Mills
October 2	Atlanta	Lenox Square
October 3	Jacksonville	The Avenues
October 9	Miami	Bayside Marketplace
October 10	Tampa	Raymond James Stadium
October 16	Nashville	Opry Mills
October 17	St. Louis	Union Station
October 23	New Orleans	Riverswalk Marketplace
October 24	Houston	Houston Galleria
October 30	Dallas	Valley View Center
October 31	San Antonio	The River Walk
November 5-6	Kansas City	Westport
November 7	Denver	Cherry Creek Shopping Center
November 13	Phoenix	McDuffey's in Downtown Tempe
November 14	Las Vegas	Fashion Show
November 20	San Diego	Mission Valley
November 21	Los Angeles	Third Street Promenade
November 26-27	Seattle	Qwest Field
November 28	San Francisco	SBC Park
December 11	Las Vegas	Finals at Mandalay Bay Hotel

If you can't make it to any of the tournaments in person, you can still get caught up in the excitement by following the action on G4 Tech TV, which has been carrying consistent, in-depth coverage of the Madden Challenge since the regionals began in August. You'll be seeing updates through the rest of the year on three different G4 Tech TV shows: Full episodes of the sports-game show *Sweet!* will give you an overview of the tournament, the talk show *Gifts.com* will be profiling individual tournament players and the news show *Rumor* will update you with weekly tournament results and interviews with regional winners. Check your local cable TV listings for more info... and if you still haven't been hooked up with G4 Tech TV, now's the time to call up your cable company and ask for it.

ESPN NHL 2K5



Sega wasted no time in rolling out the first hockey game on the PS2 and Xbox for the 2004-2005 NHL season. ESPN



NHL 2K5 boasts faster gameplay, smoother control and a brand new fighting engine. Also new is the Full Stick Control which allows the player to trigger a whole slew of new defensive moves with the right analog stick. Suffice it to say that ESPN NHL 2K5 brings in more of the grueling brutality of pro hockey that

makes it so popular with fans. The fighting sequences, for example, are more than just the lame punching and kicking of most hockey games. With the ability to grab, grapple, dodge and even throw combos, it feels like a legitimate fighting game unto itself! The Full Stick Control allows your player to swipe at pucks and throw checks while playing defense, thus adding a much greater physical element to the game. Collectors will be glad to know that the Skybox is back and it's even deeper than before, with tons of stuff to unlock including retro jerseys and new bonus locations. Two new modes in ESPN NHL 2K5 are being introduced this year: Dream Team Mode and Party Mode. Similar to the celebrity challenges in ESPN NFL 2K5,



Dream Team Mode lets you challenge well-known hockey personalities like Steve Levy, Martin St. Louis, Jeremy Roenick, Gary Thorne and more. Each Dream Team features hand-picked players. Beat the Dream Team and that team becomes unlocked for you to use in any mode. The Party Mode lets you and your buddies take on 15 different hockey-based mini-games, including the Free-For-All scoring challenge, the Gauntlet and Figure 8 racing circuits. Team-based games include Pass With Caution and Breakout. The Party Mode can also be played online, giving you more options to school your opponents. If you want to take off the skates and relax, the game also lets you play air hockey, shuffleboard and NHL trivia. All this for a mere \$19.99—the new price point for ESPN sports titles! When will other game companies recognize the ingenious marketing strategy of cheap prices for quality products? We're hoping that Sega sets a trend!



NASCAR 2005: Chase for the Cup



NASCAR street racing? NASCAR 2005: Chase for the Cup takes the action outside of the circuit to bring more drama to the series. In "Fight to the Top" mode, you start off as a no-name driver and you

have to prove to the world that you're the real deal as you progress through four different racing series. Your career will take you through various racing events including the city streets, opened modifieds, trucks and finally getting a shot at the multi-million dollar purse of the NASCAR NEXTEL Cup Series. Rivalries are never settled on the circuit alone; bad feelings spill over into the streets as racers battle it out in American muscle cars like the Dodge Viper! How do you make the other drivers mad enough to take it outside? The new intimidator button function forces other drivers to make mistakes as you put on aggressive maneuvers around the track. All this drama and

and off the circuit will get a reaction from the fans. You may be reviled as a NASCAR villain or adored as a fan favorite. The perception by fans can affect your sponsorship opportunities as well as how you're treated by owners. There's even an auto-graph mini-game after races to keep the fans happy! NASCAR 2005: Chase for the Cup features over 60 drivers and 39 tracks. You can also create your own NASCAR driver as well as your own paint scheme for your car. A new Skill Point

Reward system lets you earn points during a race by performing skillful driving maneuvers like drafting, blocking and passing. You can then use the points to unlock special rewards and bonuses. Chase for the Cup is available for the PS2, Xbox and GameCube, and the PS2 and Xbox versions have online play. This is the best game in the series yet, and it caters to more than just NASCAR fans with additional driving modes and other unique cars. Check it out if you're new to the series.



NBA Live 2005



It has certainly been a crazy off-season for the NBA, with Shaq trading in his purple-and-gold

for Miami black and T-Mac joining the tower of Yao. But what's even crazier is the new NBA

All-Star Weekend mode in the upcoming NBA Live 2005 basketball game from EA Sports. We recently had a chance to check out the Slam Dunk Contest and 3-Point Shootout events in the game. Are you sick and tired of prima donna NBA players blowing off the annual All-Star Slam Dunk Contest? What happened to the days when a player actually

defended his dunk title? Now you can have your favorite NBA star demonstrate his own brand of hangtime! The game-play is very similar to the trick-based style of titles like SSX or Tony Hawk's Pro Skater, where timing, execution and stringing combos together are the keys to success. It takes a lot of practice, and your player will flub dunks and even miss the basket altogether if you don't time it correctly. Former NBA stars like Dr. J and Magic Johnson are the judges; they will hold up score cards to show their approval or disapproval. TNT analysts Ernie Johnson and Kenny "The Jet" Smith give plenty of light-hearted commentary as well as some real dissing stabs at lame dunk attempts. The 3-Point Shootout makes a return to the NBA Live series, but this time it has all the flair and pizzazz of the

real-life All-Star Weekend. Not only do you have to shoot the ball correctly, but you have to also grab the balls off the rack fast enough before time expires. It's all about hitting the money ball! This is just a peek at the features you can expect in NBA Live 2005; we hear there's going to be a whole lot more.

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NFL Gameday 2005



989 Sports brings NFL Gameday 2005 to the PlayStation with...what? The PlayStation? Yes, you heard right: NFL Gameday 2005,

a new PS one title, was released in August and is not coming out for the PS2. Complete with 2004 rosters and superb Season and General Manager modes, Gameday 2005 is surprisingly solid. The series' trademark Total Control Passing and Tackling are back, allowing you to control your receivers and change their routes on the fly or become the defensive hero and try to force a fumble at will. Total Control Tackling is actually a bit risky; your opponent will have an ample opportunity to make a break for the end zone if you screw up. High risk equals high reward, however. If your offensive line is not doing the job for you, activating Max Pass Protection might allow you a bit more time to find your receivers. Before the ball is snapped, press the R2 button to force your running backs to abandon their pass routes and remain in the back-

field to block for the QB. Having problems winning games in Season Mode? Try creating a player who can make an immediate impact on the field. Unique and special players with the ability to dominate the game are known as "Super Players;" they include some of the best talents from the cream of the NFL crop. It would be mighty scary to have to face an opponent with Peyton Manning's field vision, Michael Vick's speed and Tom Brady's leadership all in one! The play-by-play and color commentary of Dick Enberg and Dan Fouts add to the realism of a series that continues to perform well for PlayStation owners.

NFL GameDay 2005 Cheat Codes

Choose "Options" from the main menu, then select "Easter Eggs" at the options menu and enter any of the following codes. Note the spaces in some of the cheats:

ENDURANCE—Unlimited endurance
MR FURIOUS—Increased powerballcarriers become harder to tackle
LINE BUSTER—Defensive line backs off during plays
SUPER FOOT—Increased kicking/punting power
EVEN STEVEN—Decreased kicking/punting power
MR GLASS—Players are more easily injured
FATIGUE—Players are more quickly fatigued
BIG PIG—Giant football
MUNCHKINS—Tiny players
THIN MAN—Skinny players
PENCILS—Tall and skinny players
TINY—Larger, wider players
POP WARNER—Players float above the field
FLATLAND—Players are flattened on the field
FASHION SHOW—Team logos are displayed after a game, one at a time
CREDITS—Display the game's credits





Codes for use with
Action Replay Max
Game Enhancer (PlayStation 2)
and **Action Replay**
Game Enhancer (GameCube)

PlayStation 2

Bujingai: The Forsaken City

FMVC-0HYD-JP2NX + 89AP-IM62-MMC3—[M] Must be on
JSGE-QQKA-KNFJG + 47FK-MJMM-6QANW—0 continues
NUBQ-4YC2-Z1646 + 616G-6V5X-QM079—Max. Orbs
9AEH-W708-4VDD4 + E1K8-6CJ3-QM57G—Infinite health
G82X-80E2-83AY8 + ZN99-CG6M-QUN0Z—Max. health
YF8M-PH7N-09T1Y + MNU7-1R63-RVNAB—Infinite spell
68TH-4GJQ-WWANS + W35X-J55Y-BJ1P6—Max. spell
VTGZ-J4T4-UCGNU + K6PW-UHT2-9MMUE—Infinite defense
26AG-5YFM-467PR + 0N2F-D608-1MEM4—Max. defense

Crimson Tears

GOER-0Y64-WYCNT + 1WVZ-RJKA-T3PKQ—[M] Must be on
SQG8-WFZW-BXPKW + 08RT-YE41-XV7BZ—100 item/weapon slots
P59S-7J0K-MAZAK + 3NE2-8GFE-AM7PY—Quick level up (Amber)
CHCW-ZV9V-649VU + V09Y-GU21-NUWR5—Quick level up (Tokio)
T8GR-Q337-GAXPY + 3UR4-D1J1-G0WCX—Quick level up (Kadie)
H0F1-1MEGU-W0DXX + 34XG-T4YH-PNK34—Infinite funds
WM25-PH8R-107H3 + 3G6B-XD2V-4Y6C—All levels unlocked
81M7-6HVN-VKFWZ + FDN1-K11T-QE39 + 8NQV-ZR6G-KA11N—
All movies unlocked
JUTX-KM9K-8547D + 8MEP-42K2-SA872 + VXB3-FPVW-B4724—
All monsters unlocked

ESPN NFL 2K5

8HTG-QH00-CSBWW + A521-8GK3-J6NG9—[M] Must be on
94QE-NPMN-8Y94M + C1FE-XY35-PYMMQ—Infinite Crik Credits
GYWV-HRF5-N91CG + UK42-ERZT-UEP13 + GCVD-WQDU-5JURK +
09E6-7250-75BNC + E2ME-6487-V84YV + SA26-XCH9-W12YH +
YMG7-D9NC-0DZ66 + A0YM-2NFS-DGRC8 + K2JN-U27N-Q22FD—
Milestones complete
3BQ9-UMAJ-8W55A + A94H-KE8G-G1CTY + 3X93-PQFQ-R3DPA—
All catalogs
1B17-CMTQ-FNC6W + V1TV-BTVG-VX3J1 + FFFA-5RE6-Z3RNT +
V1TV-BTVG-VX3J1 + 5XAK-71MD-DVTC6 + GABB-80KP-M3VYA +
3P8L-PC3Q-6R9F8 + 7XHX-H7XY-VXRW4 + 3P8L-PC3Q-6R9F8 +
2MDE-RGCI-QCPRP—Press R1 + R2 for Away team win

GameCube

NCAA Football 2005

9GDD-9VC0-SV1WD + VM7M-BAFU-HF66A—[M] Must be on
80UJ-1DA0-0R7K6 + PR7D-AW0D-3RDAD + VVW7K-TUFS-8WTCJ +
HGVD-WKXJ-VMDAW + HCTN-HN7B-2UR23 + 8QZC-SVHA-
T7R8A + ERUJ-GTPX-GZTQ4—Press Z + D-pad Left for 1st down
ACK8-DDJ1-DG3VB + KXKC-K51H-0N61C + 037P-47J5-M13DX +
HGWD-KXJX-VMDAW + BYJN-47CD-DXJPH + 8QZC-SVHA-T7R8A +
ERUJ-GTPX-GZTQ4—Press Z + D-pad Right for 4th down
01J2-UY6G-AR10D + RV7J-1CFW-KA850 + P2BR-34BW-D5DUU +
5GGT-Q3VX-SFW23 + RJ52-9RNB-FJ82X—Press Z + D-pad Up for
more time
ME9Q-898H-6MCFW + 25JU-Z472-8U3Y + W488-77PQ-6N2X2 +
3EPW-J116-W9YCY + RJ82-9RNB-FJ82X—Press Z + D-pad Down to
end quarter
7EPE-3E2V-47R7T + P785-J5U2-U2K44—Inf. Pennant credits (Profile 1)

Tales of Symphonia

DRY6-XBCH-8W3WG + E1Q3-P6WX-ZQFQ3—[M] Must be on
DAU6-64R7-W67UV + RVD5-6MED-BWHQM—Infinite Gold
J876-JW14-QBZVU + 2XVZ-A3WJ-43Y77—Infinite Grade
TAMX-WQ9K-E1Q6D + T28Q-JWU3-81YQZ—Save anywhere
5QWD-60XT-U6157 + BNDH-DOAY-5732X—Max. encounters
9WTF-EP0P-PX1GW + ZB3E-X48A-AC79M—Max. combo
0580-K44R-PDXK1 + PFY0-RBCG-0MMVE—Less random encounters
HR66-34A7-NH8WK + BU7Y-HR49-ACEDB—More random encounters
YNAR-97U6-TG62Q + RDGW-QGTD-3VKEM + Q518-P9QK-
87Y06—Have tons of items and weapons
5IA2-MY77-3E82D + 56NF-UVDQ-R3136—All recipes



Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)

PlayStation 2

Bujingai: The Forsaken City

94C085BC-3DE64406—[M] Must be on
25F6112B-526A09AC—Infinite health gauge
25F0112A-1674D15E—Infinite spell gauge
25F0112A-1674D15E—Infinite defense gauge
25F6112B-526A09AC—Max. health gauge
25F0112A-1674D17E—Max. spell gauge
25F0112A-1674D1E8—Max. defense gauge
2415957E-9AL0521A—Max. orbs

Crimson Tears

948595F2-92B8E912B + 24DAF70A-1675C10B +
24DB87AA-1A44C128 + 249133AA-1066C344—[M] Must be on
249137AE-9C37857C + 2491378B-1487C5CD—Infinite HP
249804CC-B29ED76C + 249804F4-8FBCD7CD—Infinite ammo
24B127AE-1D86C4DF + 24B13DAE-9C37855D—Max. HP

NCAA Football 2005

94188642-8C345378 + 24CBFAE-9A4FB90B +
245188AE-1674C129 + 24DAF60A-1675C11B +
249190EB-1236C344—[M] Must be on
D440FA77-9D38944 + 24D09588-1274458D +
D440FA77-1D389E46 + 24409D96-9B7C0C37—Press L3 to disable
timer, R3 to enable
D4408A77-9C3D0E46 + 24C1868B-1657C139 +
D4408A77-DC3D0E46 + 24D08628-1674C138—Press L1 + L2 to
reset to 1st down
2490172B-3470C748—Infinite Pennant credits
2490948E-76F0C1AD—Home team receives all points
2490948E-76F0C1AD—Away team receives all points

Way of the Samurai 2

94C038F2-876E565C + 24C1868B-1774B109 +
24D08628-1674C128 + 24C386AB-1255C11A +
24DAF60A-1675C138 + 24D08628-1674C10B +
24D133EB-12F64770 + 245084AA-9274C10B +
24D0842B-1674C128 + 24D084AA-1255B11A +
24D0842B-1674C128 + 24DAF40A-1675C10B +
245084AB-1274C1A9 + 249113EA-12F645F0 +
24D9878A-1256C188 + 2451A7AB-167681A9 +
2453A7AB-16748199 + 2441BD88-9E748188 +
24DAF40A-1675C10B + 249134EC-8036C314—[M] Must be on
24C386AB-1255C189—Infinite health
24909384-9D7C57CD—Infinite sword durability
24D084AA-1255B139—Infinite energy
24C386AB-1655C128—Max. health
2411B4EB-D884C76D + 24B1B4CB-5E97C5D—Max. sword quality
24D084AA-1255B128—Max. energy

Game Boy Advance

Catwoman

900177-CAED61 + D631E8-B47603 + D866C7-2231A3—[M] Must
be on
AB909-25389C4—Infinite health
289012-1889C0 + 220E18-CABBE8—Infinite power
AB97BA-518CC4 + A31680-D19864—Have max. gems
51E909-ABA568 + 592802-1889C8—Have all attacks

CT Series 2

92D83B-86F3AD + 06C7C9-CEDA04 + ADE3-9CB79A9—[M] Must
be on
01A12F-AB4833—Infinite health
260690-2FFB8F—Infinite lives
D03DE4-4ACD1D—Infinite grenades
23CA5A-680449 + 8E079A-A5D89D—Have all weapons + ammo
F69E52-577D32 + F4BES8-578D82—Have double fire
200266-5E183A + BE4244-C458BD—Press SELECT to skip level



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DO YOU KNOW
THE SECRET OF THE

MYSTERY CODES?



Tips & Tricks may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize...



#19 NASCAR: DIRT TO DAYTONA



The Codes: Enter any of the following codes at the main menu; the menu text will disappear each time you enter a code.

- 1) Up, Down, Left, Right, R1, Right, Right
- 2) Up, Down, Left, Right, R1, Left, Right
- 3) Up, Down, Left, Right, R1, Right, Left
- 4) Up, Down, Left, Right, R1, Up, Down
- 5) Up, Down, Left, Right, R1, Down, Up

Note: On the GameCube, press Z instead of R1.

What We Know: One of these codes was submitted to Mystery Codes by reader Randy Quick of Lachine, Michigan; we found the other four by comparing his code to the known cheats in our PS2 Tips section. What do these codes do? Can you solve the mystery?



#20 CT SPECIAL FORCES 2: BACK IN THE TRENCHES



The Code: Select "Password" from the main menu and enter the password "4748".

What We Know: There's a very strong possibility that this password does nothing at all; the password system does accept the code, but you start at the first stage with the same number of lives as usual. It could be a super-secret cheat that alters the graphics, sounds or gameplay in some barely-perceptible way...and it could just be a password that starts you at the first stage with five lives. But we've got to throw the question out there anyway: Can you solve the mystery?



#21 SUPER STAR WARS



The Code: When the words "Start Game" and "Option Menu" appear after the title screen, quickly press A, B, Y, X, B, B, X, X, Y and listen for the sound of a Jawa to confirm the code. Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts copyright must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over.

What We Know: There are lots of known codes for Super Star Wars—including a "master code" which seems to unlock several different cheats—but we can't figure out what this one does, 12 years after the game was originally released. We just discovered this code a few weeks ago! Can you solve the mystery?



MYSTERY CODE #5
SOLVED!

Randell Causey of Dallas, Georgia was the only reader to figure out that Mystery Code #5 (from our May issue) refills your missiles in *Airforce Delta Strike* for the PlayStation 2. As Randell correctly explained, "this code only works one time per mission, so you should only use it when your missiles are gone or dangerously low." While we were testing Randell's findings, we also discovered another side effect: the code also refills your damage gauge. Congratulations, Randell; your hat is on the way!

**CRACK
THE CODE
AND WIN
A PRIZE**



Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
6404 Wilshire Blvd
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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